AMIGA MEGADRIVE GAME BOY C64 GAME GEAR NINTENDO
SUPER FAMICOM SEGA ST PC ENGINE SPECTRUM PC

COMPUTER + VIDEO GAMES

OCTOBER '91 ISSUE 119

£1.35
10.00 Dm 4500L
380 Ptas S$8.10

9 770261 369024 10

BIG RACE SPECIAL!

FREE!! INCREDIBLE MARIO HOLOGRAM!!

MORE THRILLS 'N' SPILLS WITH BRITAIN'S BEST GAMES MAG!

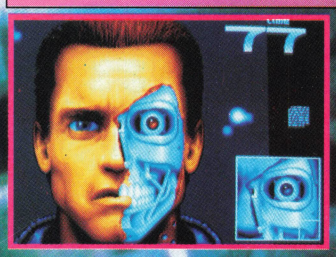
IT'S NOTHING...

YOU ARE T-800

IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN. SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....

AND A GAME YOU WILL NEVER FORGET.

CBM AMIGA
ATARI ST
COMMODORE 64
AMSTRAD
SPECTRUM



TERMINATOR 2
JUDGMENT DAY™

© 1991 CAROLCO INTERNATIONAL N.V.
ALL RIGHTS RESERVED

...PERSONAL

LJN ® is a registered trademark of LJN Ltd.
© 1991 LJN. All rights reserved.

Acclaim® entertainment, inc.

ocean®

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

ED FIRST 6
Your favourite and mine, Tim Boone, imparts his worldly knowledge onto a readership hungry for truth, justice and those amazing Magnum ice lollies. They're brill!

NEWS 8
What's hot, what's not and what should be shot in the topsy-turvy world of consumer electronics? Read on and, who knows, you may just find out!

THE GEOMAN WARRIOR REVIEW! 16
It's many games in one and so completely blummin' terriff it'll have you chomping at the bit for more! What is it? Geoman Warrior on the Famicom of course - pop along and check out the review at the double!

CELEBRITY COMPETITION CORNER! 34
When the stars want to be noticed, they get spotted with CVG! But what about our readers? Have you mingled with Madonna, stood shoulder-to-shoulder with Stallone, or even boogied with Bough? If so, find out how you can enter out great compo!

YOB'S MAILBAG 38
What's so dangerous that it must be muzzled and on a leash in public? That's right - it's the YOB and he's coming to a letters page near YOU!

MURRAY WALKER'S GRAND PRIX HOTLINE! 49
And ROUND the chi-CANE comes the SEga MegaDRIVE, cIOSEly followed by the NinTENdo team's FAM-i-com. BAT-Tling for position is the PC Engine in the dis-TINCT-ive cream livery, with the GAME Boy up there with the best of them. Your thoughts, James? I think Nigel Manseli will win, Murray.

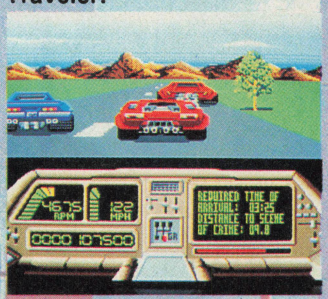
HAVE YOU WON A MONSTER PRIZE? 52
A couple of issues back, we ran a competition which gave YOU the chance to win an eight-hundred quid Video Walkman, courtesy of US Gold, by drawing a monster. Here we show you the prize-winning pic, along with some of the also-rans.

THE CVG POSTER PULLOUT EXTRAVAGANZA! 65
CVG has gone car-razy! Thrill to the round-up of racing games featured! Gasp at the awesome, EXCLUSIVE poster! It's so good you'll almost hear Murray Walker screaming for more!

CHEAT MODE 70
Got a game you can't beat? Just enter a cheat! We've got oodles of the little fellers here in one compact, easy-to-read bundle - ozone friendly and free from toxic gasses, too!

SADIE'S SCORERS 79
Britain's brashest bird revels in the scoring successes of CVG readers and sinks the saps who, sadly, sunk.

JAZZA'S ARCADE ACTION 114
Holographic hi-jinks this month, as jolly Jazza delves into the world of Sega's three-dimensional phenomenon, Time Traveler!



PREVIEWS 122
Race along to the Previews pit where, tuning up for the qualifying lap, you'll find Lotus 2, Formula 1 and Big Run. They're the front runners on a grid so revved up, they'll leave Mansell struggling in the slipstream.

CONTE

BYTESIZE
AMIGA 83
C64 85
ST 87
SPECTRUM 88

ST
CLOUD KINGDOMS 87
IMPOSSAMOLE 87
SUPERCARS 87
VIRTUAL WORLDS 87

AMIGA 24
MAGIC POCKETS 83
CLOUD KINGDOMS 83
SUPERCARS 83
ARCADE TRIVIA QUIZ 83
ENGLAND CHAMPIONSHIP 96
MEGA-LO-MANIA 100
RODLAND
FINAL FIGHT 112

C64
RED HEAT 85
SHINOBI 85
IMPOSSAMOLE 85
FOOTBALLER OF THE YEAR 85

SPECTRUM
IMPOSSAMOLE 88
RED HEAT 88
VIRTUAL WORLDS 88
JOCKEY WILSON'S 88

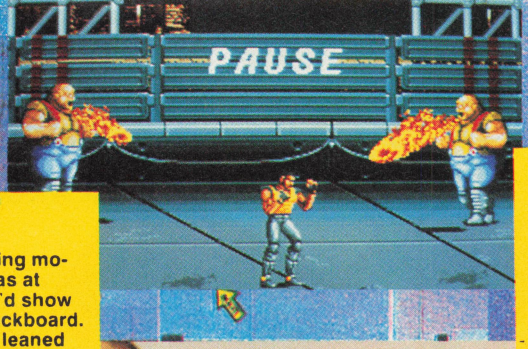
SUPER FAMICOM
GEOMAN WARRIOR 16
UN SQUADRON 44

MEGADRIVE
FANTASIA 28
TECHNOCOP 36
STREETS OF RAGE 54
STARFLIGHT 90

NINTENDO
MARBLE MADNESS 20
GALAXY 5000 32

PC
F117-A STEALTH 104

NEO GEO
KING OF THE MONSTERS 60
ASO II 60
GHOST PILOTS 60
BLUE'S JOURNEY 60



EDITOR
TIM BOONE
Tim's most embarrassing moment came when he was at school and thought he'd show off his sums on the blackboard. In front of the class he leaned over to pick up the chalk and ripped his trousers from top to, er, bottom. He was so ashamed he got the maths wrong and looked an even bigger plonker...

STAFF WRITER
PAUL RAND
Paul's reputation as all-round CVG hero took a wet 'n' windy nosedive when the little drip wimped out halfway through an Aqua Sausage speedboat drag with the rest of the crew! As we all hung on for dear life, Randy sat shivering in the speedboat clutching his handbag and saying he wanted his mum...

ART EDITOR
JON BILLINGTON
Jon's most blushfully bizarre moment was when he applied for a job as photo studio manager, only to discover it was an agency for girlie mags! That was bad enough, so just imagine his embarassment when they got all offended and said his boobies just weren't big enough...

DEPUTY EDITOR
FRANK O'CONNOR
CVG's illustrious Dep Ed was flying high until he jetted into Glasgow airport and straight into trouble. He was singled out as a terrorist, frisked and virtually strip-searched by airport security. Why? "There was a tripod sticking out of my little bag" says Frank, left bare-chested by the ordeal. Yes, well...

ADDITIONAL LAYOUT
FREDA DAHL-LITMAN
Freda dropped a right clanger the time she just happened to be at Universal Studios. Standing next to John Landis, she told him she should really have been an actress. "I thought he was the tea boy," she tells us. Uh-huh. So who the hell is John Landis anyway?

ENTS

MANAGING EDITOR
JULIAN RIGNALL
Our Jazza got all flushed up when he went for a Oui Oui in France and stuck his foot straight in it when he started speaking Welsh to stunned locals. "I got all confused," admitted the Mean Machines maestro. Well, we all know how stressed up you get when you're dying for a leek...

ADDITIONAL LAYOUT
YVETTE NICHOLLS
CVG's down under darlin' was walking tall when she tried on her new high heels for the first time and strutted down the street to an interview, art folder in hand. Trouble was she tripped on some slate and fell arts over bits...

And now, at no extra cost, we proudly present: ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moloughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: CVG SUBSCRIPTIONS, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING CATTLE SHED: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095
PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E13/COLOUR CONNECTION, LONDON EC2
TYPESET BY: ARNIE'S MUMMA
COOL COVER ARTWORK BY CLIFF ROBINSON
THANKS TO: MURRAY WALKER AND JAMES HUNT FOR INSPIRATION AND NIGEL MANSELL FOR BEING BRILL
SPECIAL THANKS TO: ADVANCED CONSOLE ENTERTAINMENT (071 383 0480) FOR ALL THE STUFF SO QUICK!!
DISTRIBUTED BY: BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597 HELLO ADRIAN SUTTON, MAKE MINE A TEA AND MARMITE TOAST!

Another lap record from...

ED-FIRST

HELLO! Britain's favourite games mag puts the pedal to the metal and goes all boy-racerish this month. Just run your peepers over our amazing pull-out guide to all the top race games coming your way soon. Have we got the lot, or what?

If that's not enough (and it blimmin' well ought to be!) then how about the incredible **FREE** Mario hologram on the cover? Just wave everybody's favourite hero around in suitable light and watch Nintendo's superstar twist and turn!

And that's just the start of it - over the next few months we're going to be giving away a grand total of four, yes **FOUR**, amazing holos each featuring a video game hero!! How much does this cost you? Nothing. Zero. Zilch. Amazing or wot?

Whilst you're recovering from that, just check out the huge stack of amazing games reviewed and previewed within these very pages. Geoman Warrior and UN Squadron on Famicom, Marble Madness on the NES, Streets Of Rage on the Megadrive, Magic Pockets, Stealth Fighter 2.0 - the list goes on and on!

So strap in and prepare for all the treats coming your way in these perfect pages. Meanwhile, we must be a bit overdue for an Ed-First competition by now, so here goes. By the time you read this your holidays may be a memory fading fast. Slaving away on this issue when I should have been out and about in the sun, I reckon the least you lot can do is send me a postcard - the sillier the better. It's the least you can do for all our freebie fabness!

So hook out the dumbest postcard you've got (the more silly, out of date, boring or crap the better) and send it off to: **TOP TITTERS AT BOGNOR REGIS OR BUST, ED-FIRST, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** There's either a Gameboy or £100 worth of software for the winner (am I mad?) so post them postcards and give us a flippin' good laff! See you next month.

Byeee

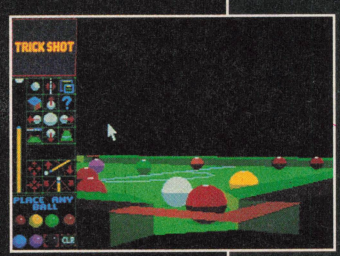
Tim Boone

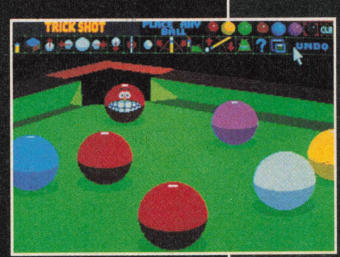
NO SHOW TO GO TO

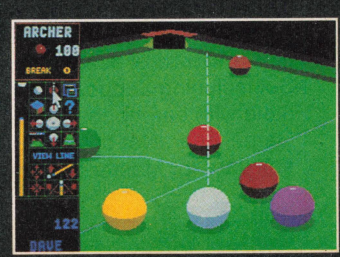
You probably already know that the ECES Show has been cancelled, which means you won't get the chance to meet the CVG crew after all. We're as upset as you are, but it seems there just wasn't enough support for the show - what with the recession and all that. Still, we're always up to all sorts of japes at your favourite games mag, so who knows what will be happening in the near future...

JIMMY WHITE's 'WHIRLWIND' SNOOKER

BY ARCHER MACLEAN







ACE 930 | THE ONE - 95% | ZERO - 93% | C &VG - HIT | AMIGA POWER - 90%

JIMMY WHITE'S *'WHIRLWIND'* SNOOKER IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.

The only snooker game to achieve a maximum 147 break.
View the table from any angle.
Rotate and zoom in on any ball • Use swerve or spin, but chalk that cue!
4 skill levels • 1 or 2 player.
Practice, trick shot and demo modes • Every break off is unique.
Save games and highest breaks • Digitised applause and sound effects.

Virgin GAMES

© Archer MacLean 1991 • ℗ Virgin Games Ltd. 1991

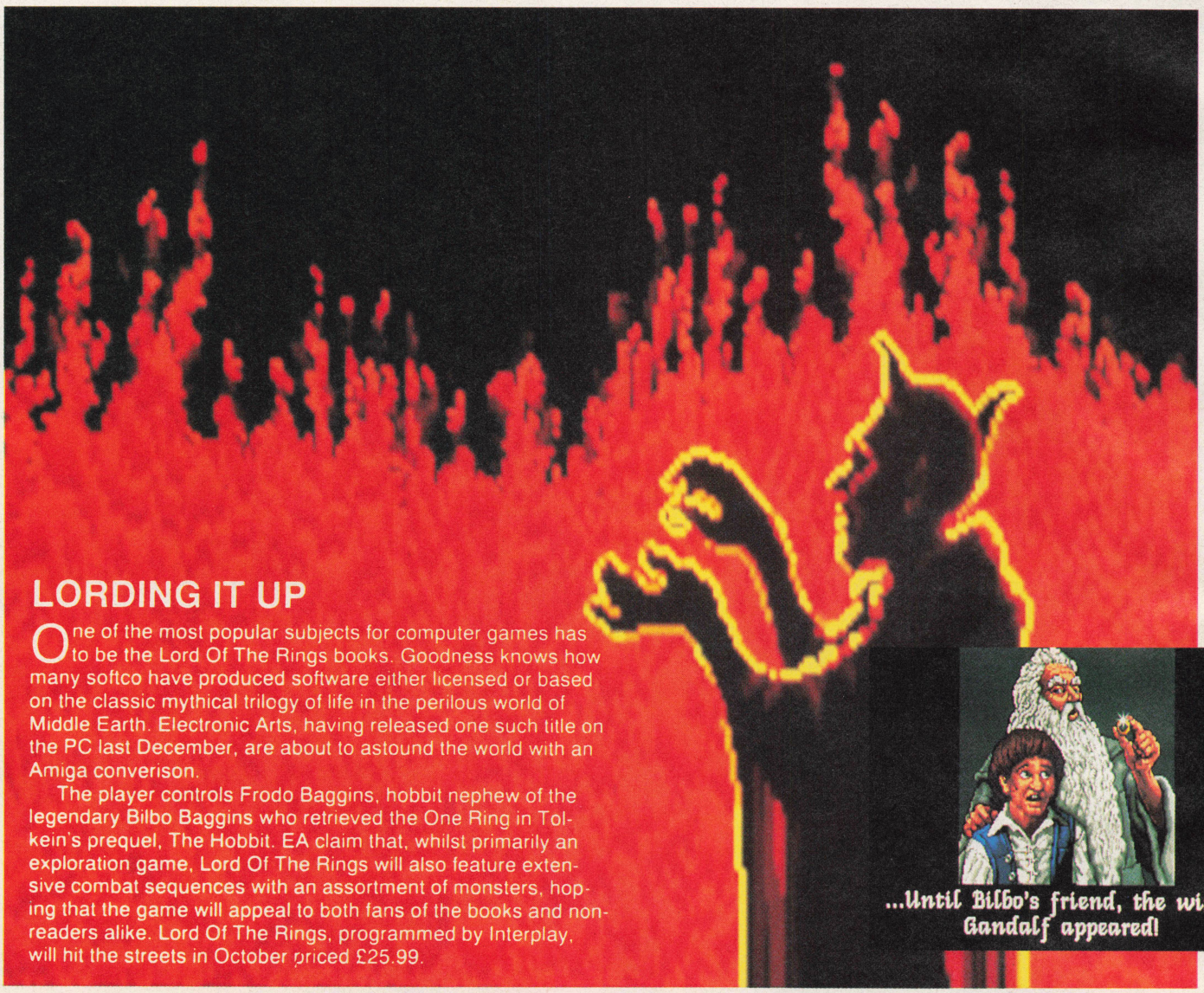
NEWS

TAKE OFF TOGETHER

Multi-player games are loads of fun. Multi-link games are even better. So what about this latest modem game from On-Line Entertainment! It's called Air Warrior, and they're calling it "the most sophisticated multi-player game in the world". And from what we hear, they could well be right.

Apparently, up to forty people can link up via a modem and pilot bombers and fighter jets as well as drive tanks. Play as teams or go up against each other in head-to-head battles along the BT phonelines.

The version on-line from On-line has been flown over a quarter of a million hours in the US, over five years, so it must have something going for it. If you have access to a modem and own either an Amiga, ST, PC or Mac, you can experience Air Warrior by logging onto 081-539-6763, 1-8-N Multi-speed.



LORDING IT UP

One of the most popular subjects for computer games has to be the Lord Of The Rings books. Goodness knows how many softco have produced software either licensed or based on the classic mythical trilogy of life in the perilous world of Middle Earth. Electronic Arts, having released one such title on the PC last December, are about to astound the world with an Amiga converison.

The player controls Frodo Baggins, hobbit nephew of the legendary Bilbo Baggins who retrieved the One Ring in Tolkein's prequel, The Hobbit. EA claim that, whilst primarily an exploration game, Lord Of The Rings will also feature extensive combat sequences with an assortment of monsters, hoping that the game will appeal to both fans of the books and non-readers alike. Lord Of The Rings, programmed by Interplay, will hit the streets in October priced £25.99.

...Until Bilbo's friend, the wizard Gandalf appeared!

MEDICINAL MADNESS

Boots the Chemist not only sell pharmaceuticals and extra-hold hairdressing products which Paul Rand swears by, they also flog a range of computer gear. Hardly news, one may believe. Ahh, but thanks to the popularity of the computer side of their business, Mr Boot has decided to stock his larger stores with a range of consoles and handhelds.

The lucky machines which will be sitting alongside the Anadins and tubs of scalp-destroying gel are the Nintendo Action Set including Zapper Gun and two games, the Gameboy complete with earphones, link-lead and Tetris cart and Sega's Game Gear. Not only that, there'll be a wide range of software for Master System, Megadrive and Game Gear.

NEWS

THIS IS A STICK-UP (OR DOWN!)

More joystick joviality this month, with the launch of a new controller and the reduction in price of a couple of oldies. The new stick is called the Gravis and, according to producers Spectravideo, "the Gravis speaks a word and the word is quality".

In fact the Gravis comes without a built in speech synthesiser so there'll be no words at all spoken by it, but its many features do include a padded-foam handle, eight-position centering tension control and three independent fire buttons which could bring multi-button coin-op conversions to life if softcos support it. The Gravis comes in either a black or transluscent casing and costs £39.99 for Amiga, ST, C64, Spectrum (requires interface), CPC, Sega and Nintendo versions, or £49.99 for the anologue PC stick.

MANY MILLENIUM MARVELS

Travel from medieval Sherwood Forest to the stars of the far future, with a trio of titles from Millenium. Robin Hood stars the lincoln-green lawbreaker and his band of merry men in the struggle against the wicked Sheriff of Nottingham in an icon-driven, 3D graphic spectacular to be released in September on PC at £30.99, with Amiga and ST versions arriving a month later, five quid cheaper than the IBM game.

Chinto's Revenge sees a young lad, presumably the Chinto of the title, on a four hundred-plus scrolling screen quest to avenge the slaughter of his family. There are weapons to be found and baddies to be killed, from guards and ninjas to a massive, fire-breathing dragon! Keep your peepers peeped sometime this month for Chinto's Revenge on Amiga and ST, priced £25.99.

Fast, smooth 3D polygons portray the action in Strike 2, a sci-fi flight combat sim which has the player competing against the best Strike pilots in the galaxy across sixty alien planets. Not only are there five different game types and four levels, Strike 2 features sixty types of craft and more than two hundred weapon, ammo and equipment upgrades. But what sounds really exciting is the ability to link up a couple of computers for real two-player thrills! Strike 2 will be whizzing its way onto software shelves in October, at a price yet to be announced.

GET LOST WITH LES

Somebody's running off with all of Hollywoods's celebs! So what, you might think, it's happening all the time if you're to believe the News Of The World. But this time, they're not coming back! There's only one man who can find the Tinseltown set and it's not The Equaliser, Columbo or even TJ Hooker! It's Les Manley, playboy's playboy and 'tec to the stars in the sequel to the hilarious Search For The King from Accolade.

Lost In LA features digitised graphics of real actors and models, some of them having featured in naughty Playboy magazine. Scantily clad females occupying beaches are the order of the day in the form of Cristy and Misty the bunny girls, Dominique and Monique the mud-wrestlers(!) and, amongst others, Maladonna the pop star. Couple these with a host of tunes including some licensed hits from groups like the Beach Boys (old California surfing band - ask your grandad) and Lost In LA could turn out to be a right good laff, or a sexist load of old beachballs.

FIGHT OF FANTASY

No doubt you've played one of those Fighting Fantasy books - you know, the ones which have you flicking between pages in an attempt to destroy monsters, collect gold and get hopelessly lost as you read the wrong passage and end up on page 62 when you should be at 26.

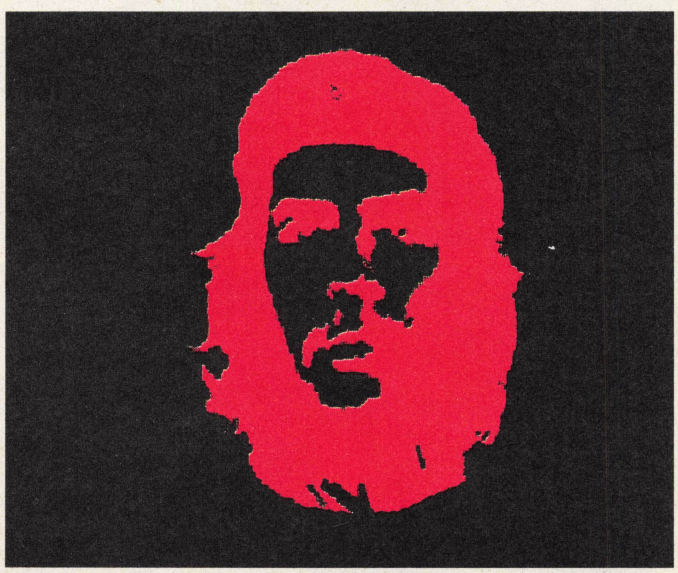
Anyway, it'll soon be the tenth anniversary of the release of the first Fighting Fantasy, Warlock Of Firetop Mountain. To mark the occasion, publishers Penguin are to release a sequel, imaginitively titled Return To Firetop Mountain, as well as a Fighting Fantasy novel. Not only that, Penguin believe the time is right to begin licensing their product, so expect to see a number of games involving your favourite heroes in digital form very soon.

NEWS

GUERRILLAS IN THE MIDST

Bolivian freedom fighters aren't usually the sort of people to sign licensing deals with software houses, so how come CCS are producing a strategy game based upon the exploits of Che Guevara, conductor of the 1966/67 civil war in that country?

Well, he's dead, so he didn't have much of a prescence in the talks. The game, Guerilla In Bolvia, takes place across the whole of the country, with the player leading a guerrila unit to the goal of conquering La Paz. Beginning with a measly fifteen soldiers, you will have to deal with ambushes, militia attacks, food collection and other such revolutionary things. Sound fun to you? Don that beret and camouflage jacket and toddle off down to the local software vendor, who should be stocking the Amiga game soon at a reactionary price of £24.99.

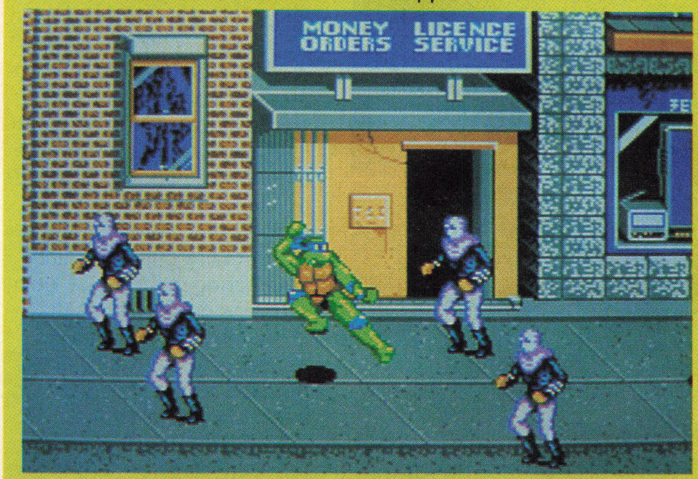


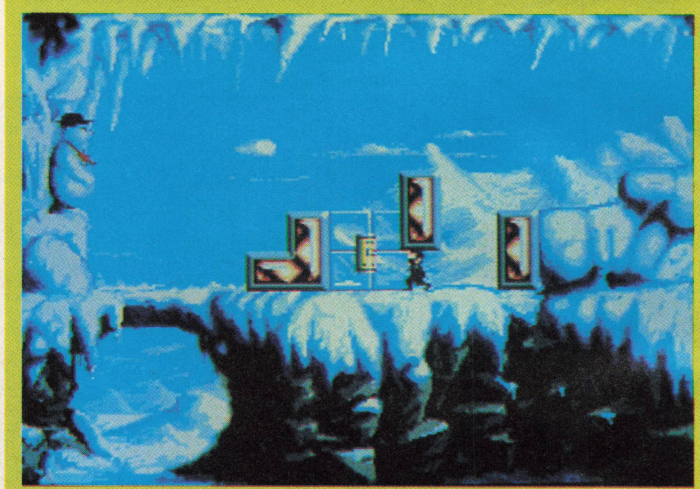
TURTLEY DEVIOUS!

Mirrorsoft are really starting the Christmas release ball rolling with a mass of products in the pipeline, two of which promise to be something extra special.

Their biggest release promises to be the conversion of Konami's hit Teenage Mutant Ninja Turtles coin-op. Featuring all the levels from the original arcade machine, Mirrorsoft are hoping that their latest Turtles project will be every bit as popular as the original.

Probe are handling the programming for Amiga, ST, PC, C64, Spectrum and Amstrad versions. Keep your eyes right here for more news as and when it happens.





Ever busy, Mirrorsoft are also beavering away on Devious Designs. Described as "an unusual fast-action arcade game", the player takes on the role of J J Maverick, square-jawed hero and all-round good guy, who must stop the evil Doctor Devious from turning the world's must famous buildings into cubes. This strange-sounding game will appear on Amiga, ST and C64 at prices of £25.99 for 16 bit and £10.99 for the 64 version.

ARABIAN KNIGHT AT A PRICE THAT'S RIGHT

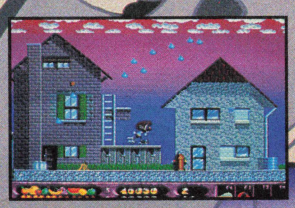
Mirrorsoft, having purchased top US gamemakers Cinemaware, are rereleasing one of their early interactive movies at a cheapy price. Sinbad and the Throne Of The Falcon sees the swashbuckling Saudi battling through the Middle East against a host of mythical meanies including skeletons, wizards and monsters.

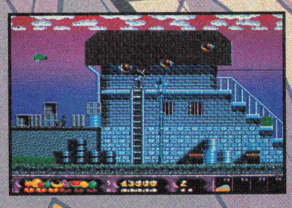
Sinbad must also brave the watery terrors of the Black Sea, ensuring he doesn't smash into any rocks as his ship is buffeted about on the waves. It's quite a jolly jape, although looking a tad dated nowadays - but as they're putting the game out on their Mirror Image label at a price of only £7.99 on Amiga, you can hardly argue, can you.

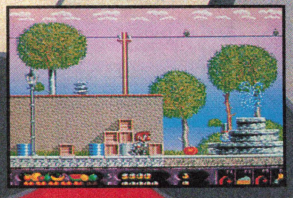
The Coolest Dude In Town!

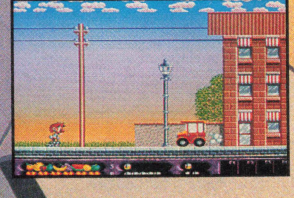
Available on:
AMIGA · ATARI ST
IBM PC (VGA 256 Col, EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)

Rolling Ronny









AMIGA SCREEN SHOTS SHOWN

© Starbyte Software 1991.
℗ Virgin Games Ltd 1991.

Virgin GAMES

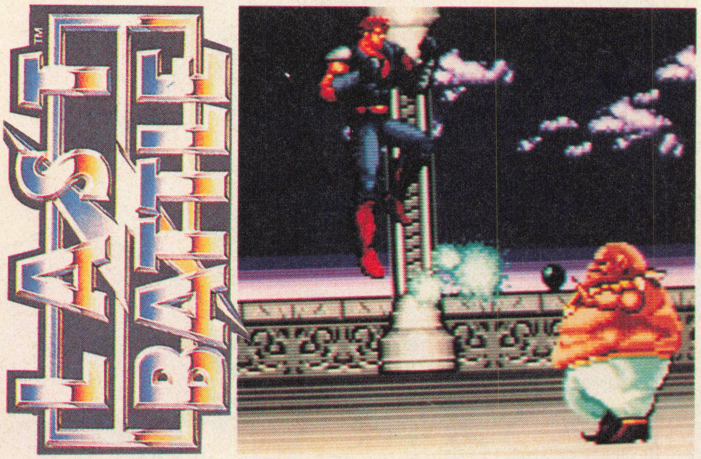
NEWS

AN ELITE TRIO

Elite have been extra-quiet for a good while, but now it seems they've woken up, dusted themselves down and decided to do something with the licenses which they've been holding onto for aaaaages.

Last Battle is a conversion of the rather unspectacular Sega coin-op and tells the tale of Azarak, whose homeland has been taken by enemies and who, together with his friends Alyssa and Max, sets out to reclaim it. Graphically Last Battle is looking not bad, but whether the game is going to be up to much we'll just have to wait and see.

Also from Elite is European Championship 1992, due for release in Autumn 1991 and based on the coin-op World Cup '90. Confused? Us too! Anyway, the game will include the teams who qualify for next year's European Championship in Sweden and will apparently use the graphic data and source code from the original arcade machine.



SPORTS GALORE!

Two fab new games are on their way from Mirrorsoft on their new Cinemaware label. The first, TV Sports Baseball, is the latest in the sport series, and includes all the features which made the previous titles so sought-after.

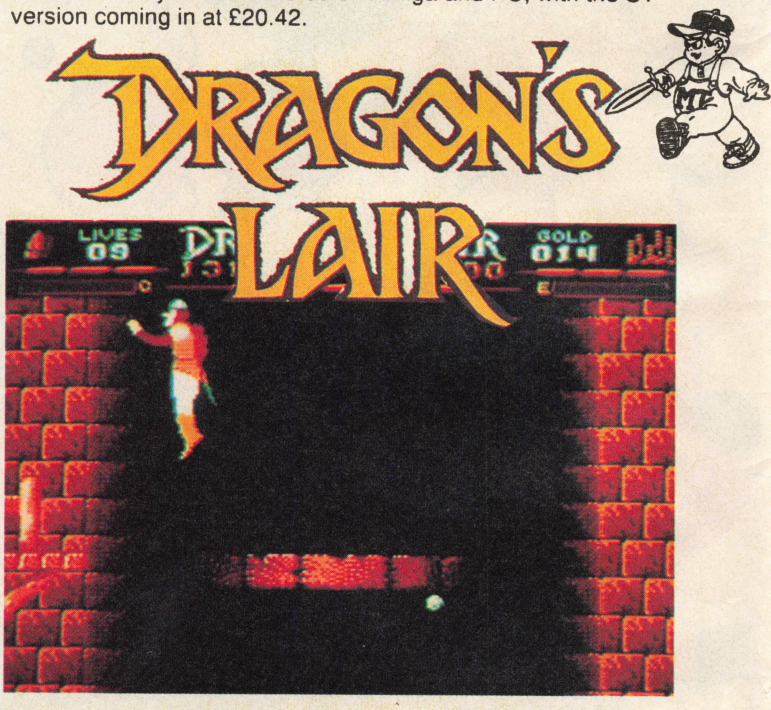
Graphics, sound and gameplay are all given the Cinemaware touch, but one of the most important features has to be the strong statistical slant of TV Sports Baseball. With a 162 game season, 25-man rosters with 5-man reserve lists to replace injured players and 26 baseball teams, TV Sports Baseball promises to be the most involved of the series.

The other release, Rollerbabes, sounds as if it could be something really special. A future sim incorporating a variety a sports styles like hockey, wrestling, boxing and skateboarding, Rollerbabes stars teams of hunky guys and gorgeous girlies, all out to kick the living daylights out of their opponents.

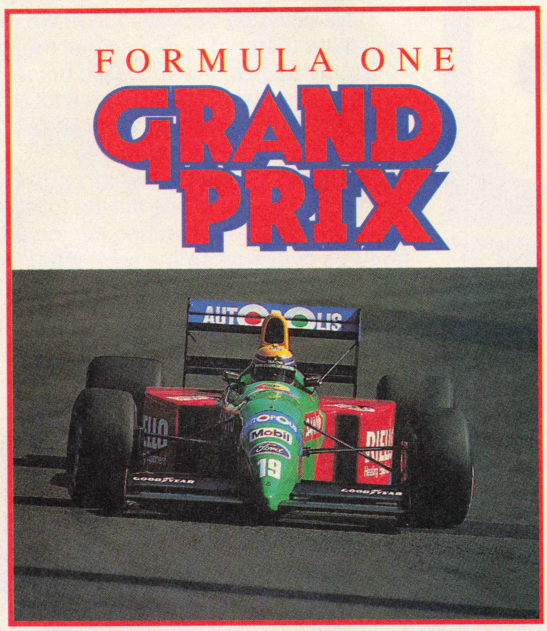
Teams include the Eraser Heads (schoolteachers), Buzzcuts (hairdressers) Reddiwreckers (a demolition crew) and the cream of the crop, the Rollerbabes. Both games will be out in the next few weeks on both Amiga and PC, at a price of £29.99

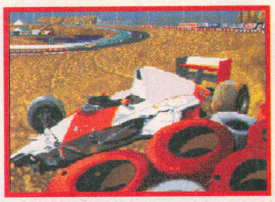
EUROPEAN CHAMPIONSHIP 1992™

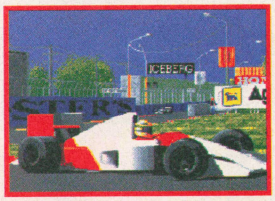
But the biggest game from Elite is probably Dragon's Lair on the Nintendo. Starring Dirk the Daring, Dragon's Lair will not feature the cartoon-quality graphics featured in the coin-op and 16 bit versions, but at the same time Elite have dispensed with the limited gameplay and have opted instead for an arcade adventure-type affair based around the exploits of Dirk. Prices for all these games are to be announced except for Last Battle, which will set you back £25.53 on Amiga and PC, with the ST version coming in at £20.42.

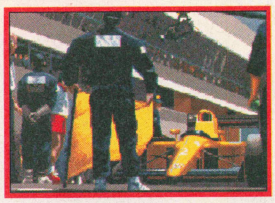


Formula One Grand Prix







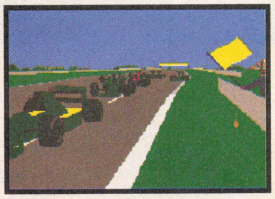


The Greatest Racing Challenge Ever

Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features: 16 undulating 3D circuits from the street tracks of Phoenix and Adelaide to the glamorous Monaco harbourside and the choice of 26 independently controlled cars out of the current teams. Study the circuit in practice, adjust your car to achieve peak performance, then roar away from your rivals on the starting grid. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track andreplay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty from novice to potential Champion, make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!



Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC Compatibles.

MICROPROSE™
SIMULATION • SOFTWARE

Amiga screen shots shown. Actual shots may vary.

MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA.

NEWS

SPECIAL REPORT

What do you think groovy happnin' mega pop stars do when they're not staying famous and making music waves. They play computer games!

Take the Little Angels for example, Britain's newest and greatest rock exports. When the urge to party takes hold, they take a deep breath and play a spot of Tetris. Yup, metal gurus and heart-throbs to squillions of screaming girls, Little Angels are games nuts.

As is the norm at C&VG, we invited Mark Plunkett and Jimmy Dickinson from Little Angels to come and tell us about their fave games. They got into games a very long while back, playing Defender in a Scarborough (their homeland) arcade. Eventually losing interest in vid games, they decided that a life of rock n' roll would be far more fun.

How wrong they were and they soon found themselves hooked on Tetris, playing the arcade as well as the Gameboy version. Obviously the lads enjoy the game. Mark says "I always score better when I'm on the lav", but their other favourites include Super Mario Land, Sonic the Hedgehog and anything to do with the Super Famicom.

Jimmy, Angel's keyboard wizard, got so involved with the Gameboy that he upgraded to an Atari Lynx. Disappointment was the order of the day though, when Jimmy said "It's not as good as the Gameboy though, it eats the batteries and there's a different type of game on it." He went on to explain, "I mean, Gameboy games are all about skill, you can keep getting better on them, but once you've finished a Lynx game, that's it - it's not a lot for 30, is it?"

Have they been to the arcades recently? Yup, according to Mark: "We've been going to the arcades a lot when we're at home, but you always go back to the classics, don't you? I mean, I'm still putting a lot of money into Defender and Pacland - I'm also getting back into Super Hang-On.

"This could be because I'm in the middle of taking my bike test at the moment and I need all the practice I can get!"

Jimmy adds to this nostalgic burst with, "I'm getting back into the classics too. I've spent a lot of time playing World Cup 90 and I really love the original Double Dragon. You could really feel the punches in that one."

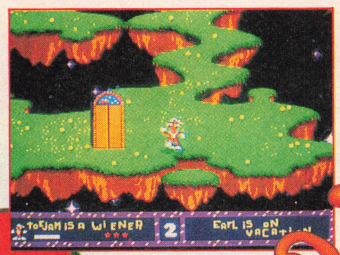
Try as we might, we couldn't pull the rock funsters off the office Famicom and so we decide to let them hear a burst of our musical talent. After hearing our incredible singing, the boys offered us contracts on the spot. "No chance," we said, "We'd much rather stay in and play Last Ninja 3."

So there you have it, the CVG potted guide to why Pac Man is better than a dressing room full of screaming girls. A final note, if you go to see a Little Angels gig (and we recommend you do) then listen to the music just before they take the stage - and rock away to their very own Tetris theme tune!

We think the little Angels are going to be B.I.G...

ToeJam & Earl

two hip aliens in a serious jam



YO, WHAS'UP? TJ AND HIS HOMEBOY BIG RAPPIN' EARL ARE A COUPLE OF COLD BUSSIN ALIENS FROM THE PLANET FUNKOTRON.

WHOA! EARL'S CRASHED THE CRUISER ON THE MOST FUNKED OUT PLANET IN THE UNI' - EARTH! THE DUFUS DUO ARE GONNA' HAVE TO HIP-HOP AROUND THE SCENE TO SCORE RIGHTEOUS RAPMASTER ROCKETSHIP PIECES AND ALL THE MUNCHIES NEEDED FOR THE RIDE HOME.

BUT YO, CLOCK THE TIME! TOE JAM AND EARL MUST GET TO SUPREME FUNK LORD STATUS BEFORE MAKIN' TRACKS. SAY WHAT, OH YEAH - AND ON THE WAY DIS THE FREAKY LOCALS LIKE THE MAD DENTIST, THE CRAZED SHOPPER AND WORST OF ALL THE NERD HERD. TJ AND EARL WILL BE LIVIN' LARGE IF THEY CAN FIND AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON ROUTE.

SO CHILL OUT LAZY EARTH DUDES 'CAUSE TOE JAM AND EARL ARE JAMMIN!

CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX FINGER LICKIN' FUNKY GROOVES PLUS THE MIND WARPING 'CRAZY SOUNDS' - YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL -

CRANK IT UP!

"Oi mental! You've got to be seriously barking to play this"

Mean Machines

THIS GAME IS OODLES MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

coming soon on the

SEGA

SEGA MEGA DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES

REVIEW

FAMICOM £44.95

BY KONAMI

GEOM

THE WARL

All work and no play makes Jack a dull boy". So the saying goes, so to combat boredom they created Geoman Land - a sprawling, 19-area pleasure island where visitors can do whatever they desire. Bet, enter quizzes, play video games: if the thrillsters want it, they can have it.

Unfortunately for our two heroes who have travelled to Geoman Land for the time of their lives, nothing in life is free. All the attractions cost money, which the two lads simply don't possess. No matter, for as well as being a couple of lively fellas these guys have no little morale fibre, allowing them to openly and shamelessly mug the indigenous population of their hard-earned in order to pay for their laughs.

They do have one thing going for them though: the fun-loving pair are devout animal lovers and, when they here that cats are being kidnapped in each of the areas, they decide not to travel to the next zone until they've freed a moggy. Ahh!

Everyone in the CVG/Mean Machines office thinks this game is the best thing since buttered baps and who am I to rock the boat? Not I - I have to agree with the general consensus that Geoman Land is a fantastic arcade adventure, incorporating so many extras it makes a dodgy, 100-game Nintendo cart look barren in comparison. There are just so many things to do, places to go, games to play in this masterpiece of Famicom programming that you'll possibly never unearth all of its secrets; in fact, it's probable that at times you'll not want to, going back to one or two of the brilliant arcade games instead. Humour and presentation is the name of the game, with laughs a million (there's a couple of statues with holes where the heads should be, so that your characters can stick their faces through for no reason other than for a giggle!) and events such as the Farting Play - unbelievably weird, but blummin' good fun! Sound is ace, with bars and bars of tinkly tunes and effects and probably the only downpoint of the whole cart is that the the Fammy slows down pretty badly when there's a lot on screen. Thankfully, that isn't too often and it doesn't really intrude on the great time you'll have exploring Geoman Land.

PAUL RAND

IAN
LOR

CVG HIT

◀ Bop the nasties to earn cash

DEAMON GEOMANS!

On each level is a door which, when walked through, leads to the hideout of the dreaded cat-nappers. After a quick chat to an old geezer as to the whereabouts of the pussy, the players then storm through the enemy domain -
doling out a swift revenge to each one before encountering the boss-man. Give him a kicking and he lets the cat go free!

▼ Geoman cops a bad hit from a stick weilding goon

Booking ▶ a holiday is murder at this time of year

▼ A Breakout clone hides in one of the many shops!

FREEMAN GEOMANS!

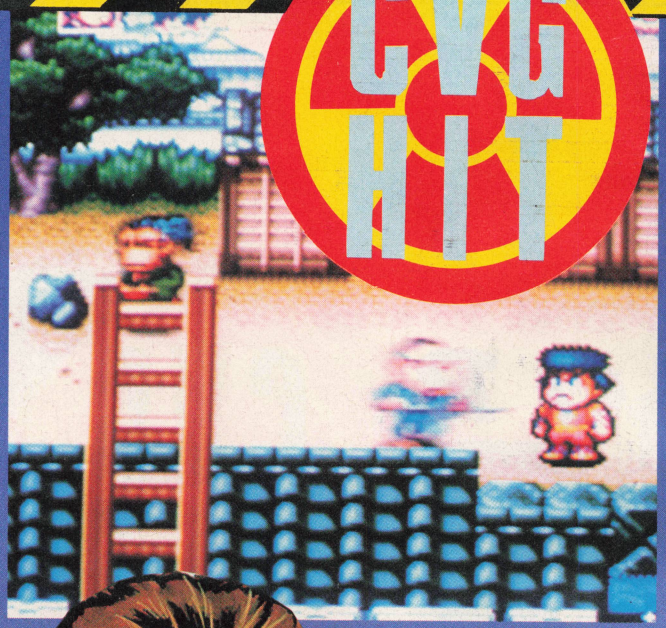
Whilst most of the inhabitants of Geoman Land leave behind money for the boys to collect, some of them drop useful items such as little kittens which turn the player's weapon, to begin with a rubbishy stick, into a powerful yo-yo. Plus you can toddle into a supply shop and get hold of some other objects, including speedy boots and extra lives - which cost the earth!

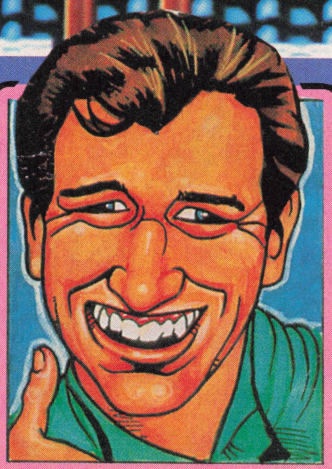
REVIEW

GEOMAN WARRIOR

CVG HIT

▲ *Kill the weirdo pinkos for cash and weapons*





Dozens of games for the price of one cartridge! That's what's on offer in Geoman Land - and this cart must represent the best value for money yet seen on the Famicom! There's something deeply brilliant about this game - and a few things which are disturbing to say the least! With so much to choose from you'll be bowled over first time you play, only to discover that exploration is the name of the game - and there's so much to see and do! You'll get the chance to play at least two arcade games, play that weird game where you hit moles over the head with a hammer, watch strip shows and all sorts of other so-called attractions. Gameplay is excellent throughout and Geoman Land hangs together brilliantly - you never know what's just around the corner. If I do have a criticism it's that the main game - running around and beating up bad guys for cash - can quickly become a bit dull, but this is more than made up by the sheer variety of sub-games. Totally original, utterly vast and darned funny to boot, Geoman Land is a bit of a must buy for your Famicom - even if you do have to endure the incredible farting man! Highly recommended.

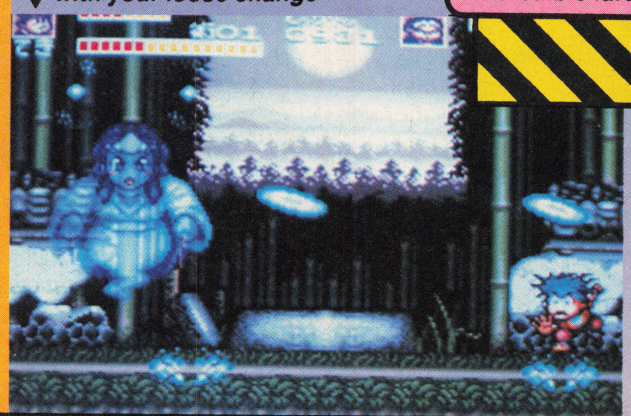
TIM BOONE

THANKS!

...to Advanced Console Entertainment (071 383 0480) for the loan of the review cartridge.

▼ *An end of level boss gets tough on level one*

▼ *Shoot the invisible girlie with your loose change*



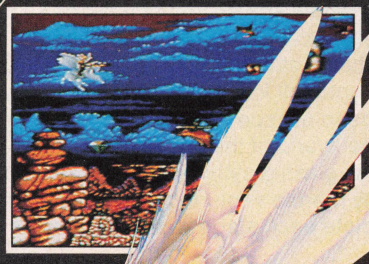
GASEOUS GEOMANS!

Not only are there quiz shows to enter, dice games to bet on and coin-ops such as Nemesis and Breakout to fill with coinage, there are also concerts showing where guests to Geoman Land can go and pass the time of day. One such play sees one man turning slowly into four, before doing a little dance and ending the performance with a mega-fart so cataclysmic it'll have your characters sprawled across the floor!

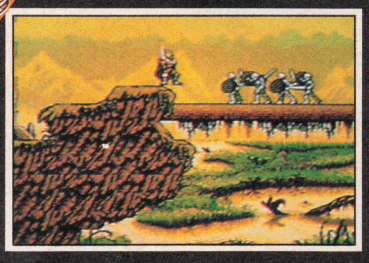
FAMICOM

GRAPHICS	88
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95
OVERALL	93

Pegasus



Screen shots from Amiga Version.



WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES

GREMLIN®

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

AVAILABLE ON: CBM AMIGA & ATARI ST/STE

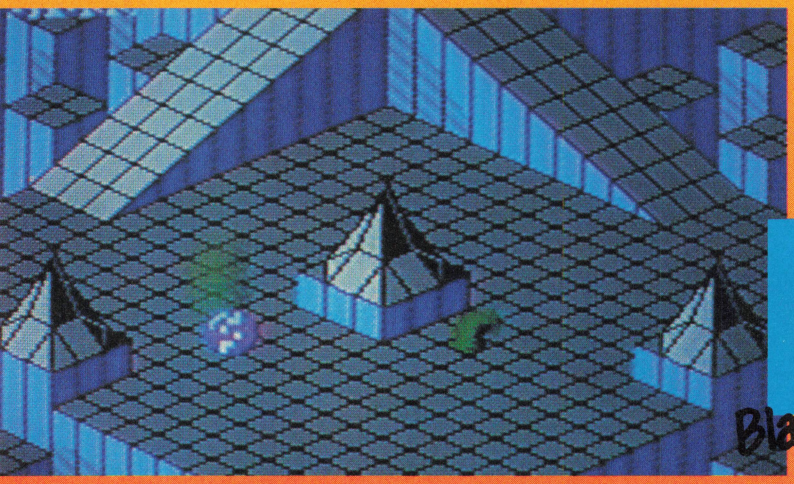
REVIEW

NINTENDO £TBA

BY MB GAMES

There was a time when being a marble was A-OK. Living with your chums in a nice, warm bag, only having to do any work when some little kid was bored and would drag yourself and your mates out for a bit of a bash. Even then it wasn't too bad. Ok, those humans would smash you against one another, but it was all taken very well and a couple of Asprin later you'd be as right as rain.

But things started to get tough when you got lost down a drain. Finding yourself lost in a world where only the most athletic marble can hope to escape, things were not looking pleasant. For this is the secret world of the Marathon Marble - a sort of Running Man for spherical, glass playthings. Consisting of six increasingly difficult levels, any marble venturing into this nightmarish world would have to complete each stage within the allotted time limit - or else.



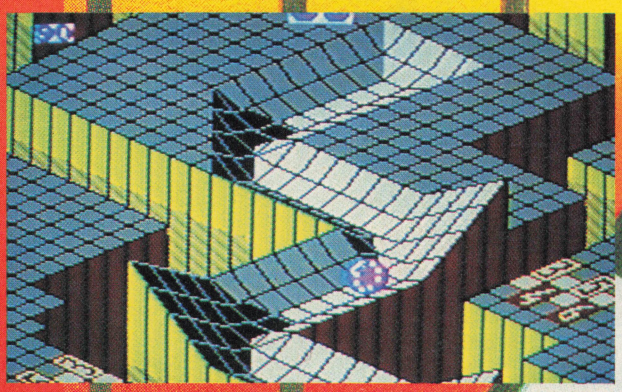
From the Arcade C

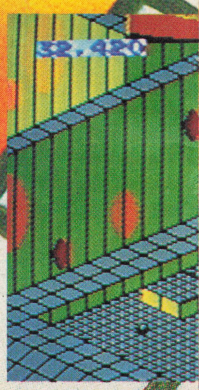
MARB

M

Some games you either love or loathe. With Marble Madness, you'll love it AND loathe it at exactly the same time! This excellent conversion of the classic coin-op is so addictive, yet so maddeningly frustrating that playing for long periods of time will have the player climbing up the walls and begging their parents to phone the local men-in-white-coats! The gameplay eases you into the proceedings, making you feel confident enough to attempt a few tricky moves, at which time you'll fall off the ledge about one zillion times, waste a load of time and find that, later on in the level, you don't have enough time to complete that stage. And even when you do survive to the end with a fair number of seconds, you'll doubtless take the wrong route, make a complete balls-up of getting back to where you should be and fail to reach your goal by about half a second! Graphically, NES Marble Madness is very faithful to the original, which isn't surprising as the original is ages old. Sound is pretty weak and you'll probably be reaching for the volume button fairly swiftly, but it's that gameplay that does it for Marble Madness. A great game, but don't attempt to play if you suffer from high blood pressure...

PAUL RAND

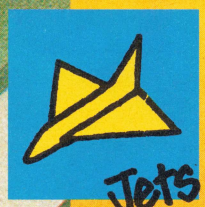


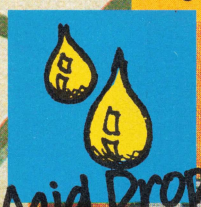


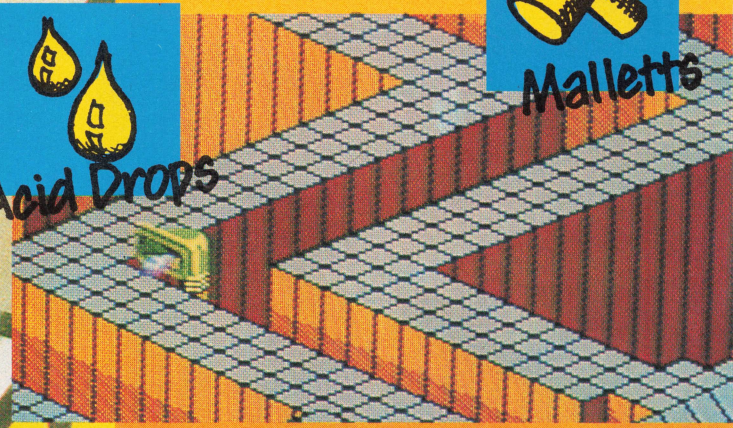
Classic

BLE ADNESS®

REVIEW







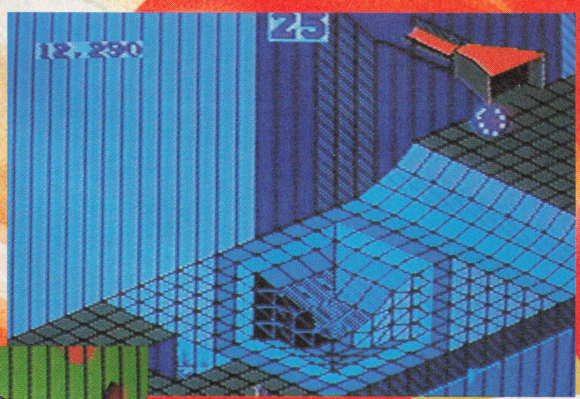
IT'S JUST A QUESTION OF TIME

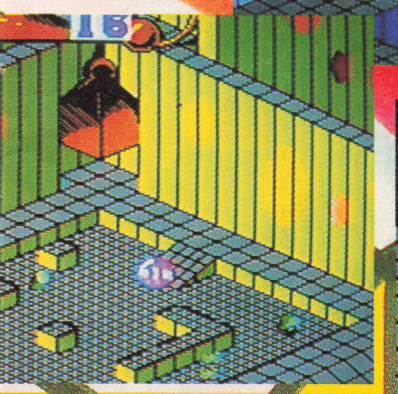
Each of the stages in Marble Madness must be completed within a set time limit if the player wants to move on to the next, more challenging level. Along the way, your glass ball must ensure that he doesn't fall off the sides of the track, thereby shattering into tiny shards and losing valuable time.

Not only that, there's a vast array of nasties out there - all doing their best to stop you whilst you're on a roll, so to speak. On completion of a stage, your remaining seconds are added to the next level's total, giving you enough time to complete that track - or so you hope!

You just can't keep a great game down, and Marble Madness is back for a bit of rock 'n' roll on Nintendo! This is one of the all-time coin-op classics faithfully converted to the NES, retaining all the qualities of its arcade grandaddy. Graphically it's nothing to write home about - just like the original. Sonically it's fairly mediocre too - just like original. But in terms of gameplay it's streets ahead, with just the right balance between maddening difficulty and one-more-go playability. Constantly forcing you ahead is the desire to see the next mad marble world and beat all the tricks and traps contained therein - and this can become furiously obsessive after a while. More than just a trip down memory lane, Marble Madness is as fresh today as it's always been - just like those Hovis ads. Buy Marble Madness and enjoy some fine gameplay and a fair few nights burning the midnight oil in a wonderful, wacky world full of things which might just drive you round the twist...

TIM BOONE

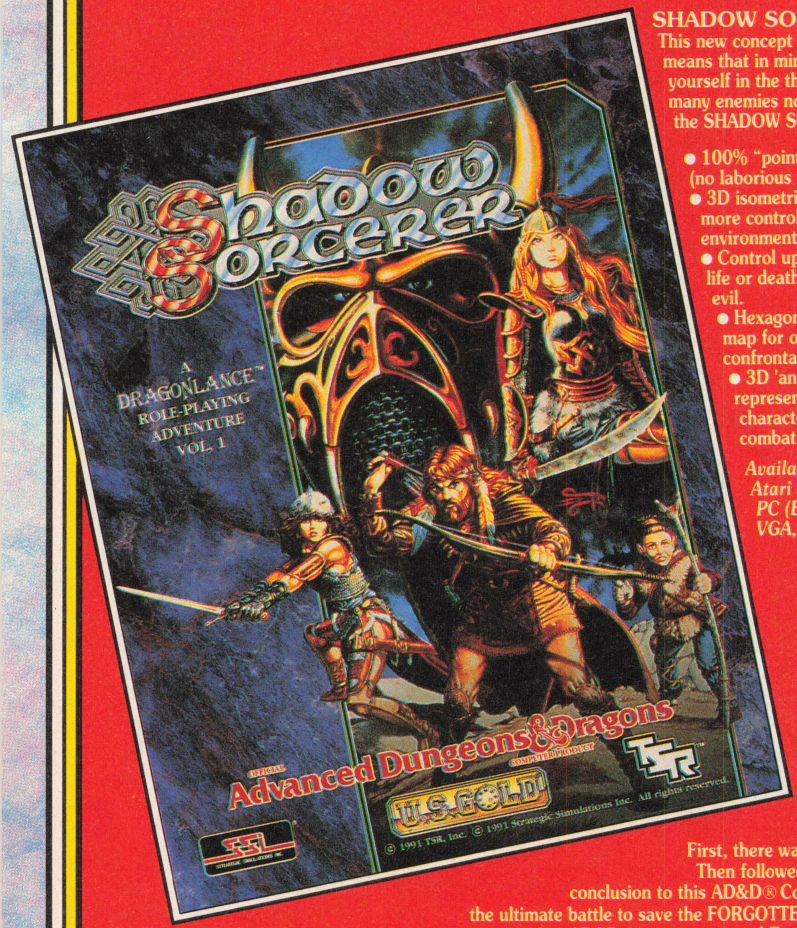




NINTENDO

GRAPHICS	81
SOUNDS	70
PLAYABILITY	88
LASTABILITY	84
OVERALL	**85**

OCTOBER IS A

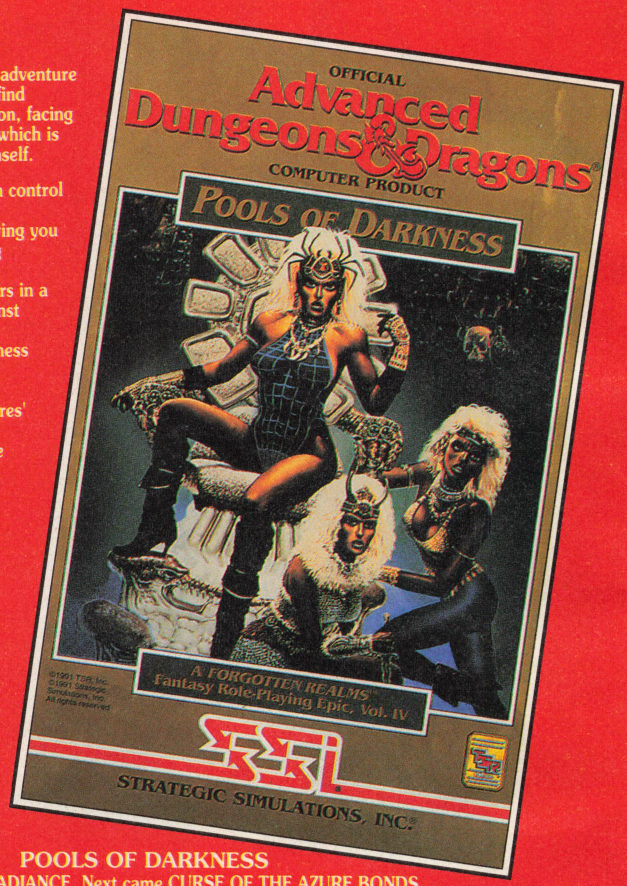


SHADOW SORCERER

This new concept in role-playng adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid wilderness map for outdoor confrontation.
- 3D 'animated minatures' represent your cast of characters in real-time combat action.

Available on: Atari ST, Amiga & PC (EGA, CGA, VGA, TGA).



POOLS OF DARKNESS

First, there was POOL OF RADIANCE. Next came CURSE OF THE AZURE BONDS. Then followed SECRET OF THE SILVER BLADES. Finally, there is POOLS OF DARKNESS, the conclusion to this AD&D® Computer Game series! You've come full circle, back to the Moonsea region to fight the ultimate battle to save the FORGOTTEN REALMS™itself. Prepare yourself for an adventure that's nearly twice as big as any other AD&D® computer game! Transfer your characters from SECRET OF THE SILVER BLADES or create new ones. Either way, you're in for high-level action that'll end this series with a bang!

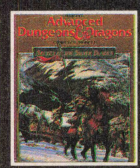
Available on: Amiga & PC (EGA, CGA, VGA, TGA).

War of the Lance
Available on: CBM 64/128 & PC (EGA, CGA).

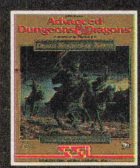
Curse of the Azure Bonds
Available on: CBM 64/128, ATARI ST, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Pool of Radiance
Available on: CBM 64/128, AMIGA (1 MEG) & PC (CGA, EGA, Tandy 16 Colour).

Champions of Krynn
Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).



Secret of the Silver Blades
Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).



Death Knights of Krynn
Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Gateway to Savage Frontier
Available on: CBM 64/128 AMIGA (1 MEG) & PC (EGA, CGA, VGA, TANDY 16 Colour).

Eye of the Beholder
Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

Legend of Darkmoon
Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

NEED HELP? CALL THE GOLD PHONE
HINTS & TIPS LINE

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE **TEL: 0898 442025**
CURSE OF THE AZURE BONDS • POOL OF RADIANCE CHAMPIONS OF KRYNN **TEL: 0898 442026**
BUCK ROGERS • SECRET OF THE SILVER BLADES •EYE OF THE BEHOLDER **TEL: 0898 442030**
OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE **TEL: 0839 654284**
LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN **TEL: 0839 654123**
NEW RELEASES • COMPETITION **TEL: 0839 654124**

COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times. * At Retail Prices

ADVANCED DUNGEONS & DRAGONS, AD&D, DRAGONLANCE, FORGOTTEN REALMS and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under licence from Strategic Simulations, Inc., Sunnyvale, CA, USA. © 1991 TSR, Inc. © 1991 Strategic Simulations, Inc. All rights reserved.

OFFICIAL D&D® MONTH
COMPUTER PRODUCTS

LOOK OUT FOR OFFERS IN THESE STORES

AVON
Antics, 8 Fairfax Street, Bristol BS1 3DP **Tel: 0272 273744**

BEDFORDSHIRE
Hobbyte, Unit 1G, The Arndale Centre, Luton LU1 2PG
Tel: 0582 457195
Dowling Computers, 3 Harper Centre, Harper Street MK40 1PW
Tel: 0234 273090
Faxminster, 18 Church Street, Dunstable LU5 4RU **Tel: 0582 475474**

BERKSHIRE
Ultima retail, Unit 2, Friars Walk, Friars Street, Reading RG1 1BX
Tel: 0734 568510
Softstore, 408 Bath Road, Slough SL1 6JA

CAMBRIDGESHIRE
Logic Sales, 6 Midgate, Peterborough PE1 1TN **Tel: 0733 349696**

CHESHIRE
High Street Micro, 18 High Street, Crewe CW2 7BN **Tel: 0270 580964**
Microfun, 25 Railway Street, Altrincham WA14 2RQ **Tel: 061 928 9299**

CLEVELAND
Microbyte, 3 South Street, Hill Street Centre, Middlesborough **(OPENING SOON)**

COUNTY DURHAM
Topsoft, 6 Wellington Court Mews, Grange Road, Darlington
Tel: 0325 486689
Chips Computer Shop, Clarkes Yard, Darlington DL3 7QH
Tel: 0325 381048

DERBYSHIRE
Gordon Harwood Computers, New Street, Alfreton DE5 7BP
Tel: 0773 836781
Microbyte, Units 19 & 20, Audley Centre, Derby **(OPENING SOON)**

DEVON
House of Fun, 7 Torhill House, Union Street, Torquay B09
Tel: 0803 290055
Antics, 30 Royal Parade, Plymouth PL1 1DU **Tel: 0752 221851**

EAST SUSSEX
Computerware, 271 Seaside, Brighton BN22 7NU **Tel: 0323 646100**
Computerwise-Brighton, 44 George Street, Kemptown, Brighton BN2 1RJ
Tel: 0273 674626

ESSEX
Game Ltd., Unit 15, Liberty Two Shopping Centre, Mercury Gardens, Romford RM1 3EE **(OPENING SOON)**
Radio 88, 88 Longbridge Road, Barking IG11 8SF **Tel: 081 594 9979**
Estuary Computers, 318 Chartwell North, Victoria Circus Shopping Centre, Southend on Sea SS2 5SR **Tel: 0702 614131**

GLOUCESTERSHIRE
Antics, 79 Northgate Street, Gloucester GL1 2AG **Tel: 0452 410693**

HAMPSHIRE
Game Ltd., Unit 12, Bargate Shopping Centre, Southampton
Tel: 0703 237771
Ultima Retail, 118 East Street, Southampton **Tel: 0703 639419**
The Micro Centre, 15 London road, Portsmouth PO2 0BQ
Tel: 0705 697802

HEREFORD & WORCESTER
Comtazia, 8 Meal Cheapen Street, Worcester WR1 2DH
Tel: 0905 723777
Antics, 16 St Swithin Street, Worcester WR1 2PS **Tel: 0905 22075**

HERTFORDSHIRE
Logic Sales, 5 Lynton Parade, Cheshunt EN8 8LF **Tel: 0992 25323**
Faxminster, 25 Market Square, Hemel Hempstead HP1 1ER
Tel: 0442 55044

HUMBERSIDE
Tomorrow's World, 27/33 Paragon Street, Hull **Tel: 0482 24887**
Microbyte, Unit G45, Eastside Mall, Princes Quay, Hull HU1 7YB
Tel: 0482 588581
Microbyte, 5 Pasture Road, Goole DN14 6BB **Tel: 0405 763183**
Microbyte, Unit F2, 13 Flottergate Mall, Freshney Place, Grimsby
(OPENING SOON)

KENT
Allders of Bromley, High Street, Bromley BR1 1HJ **Tel: 081 464 6533**
Hi-Tek, 245 Broadway, Bexley Heath DA6 8DB **Tel: 081 303 4862**
Terri's Comp & Video, 292 High Street, Orpington BR6 0NF
Tel: 0689 21515
Megabyte, 72 High Street, Turnbridge Wells TN1 1YB **Tel: 0892 34652**
Invicta Software, 82 Grosvenor Road, Tunbridge Wells TN1 2AS
Tel: 0892 511542
Silica Shop, 1-4 The Mews, Hatherley Road, Sidcup DA14 4DX
Tel: 081 302 8811

LANCASHIRE
Vudata, 203 Stamford Street, Ashton upon Lyme OL6 7QB
Tel: 061 339 0326
PV Computers, 104 Abbey Street, Accrington BB5 1EE
Tel: 0254 235345
Microbyte, 11 Friar Gate Walk, St Georges Centre, Preston PR1 2NG
Tel: 0772 882243
Microbyte, 24 Church Street, Blackpool **(OPENING SOON)**

LONDON
Arding & Hobbs, Clapham Junction, SW0 11QL **Tel: 071 228 8877**
Electric Dreams in Harrods, 87 Brompton Road, Knightsbridge SW1 7XL
Tel: 071 730 1234
Logic Sales, 19 The Broadway, The Bourne, Southgate N14 6PH
Tel: 081 882 4942
Pilot Software, 32 Rathbone Place W1P 1AD **Tel: 071 636 2666**
Silica Shop, 52 Tottenham Court Road WIP 0BA **Tel: 071 580 4000**
Microbyte, 80 Oxford Street W1 **(OPENING SOON)**

MANCHESTER
Game Ltd., Unit 59, Barbirolli Square, The Arndale Centre
Tel: 061 839 5101
The Games Store, 121 Market Way, Arndale Centre M4 2EA
Tel: 061 832 0878
Microbyte, 176 Halle Mall, The Arndale Centre M4 2HU
Tel: 061 832 1438

MERSEYSIDE
Microbyte, 129 St Georges Way, St Johns Centre, Liverpool L1 1LY
Tel: 051 707 1931

NORFOLK
Prism Leisure, 167a Kings Street, Great Yarmouth NR30 2PA
Tel: 0493 853379
One Step Beyond, 11a Castle Meadow, Norwich NR1 3DE
Tel: 0603 663796

NORTHAMPTONSHIRE
A-Z Leisure, 23a Lower Mall, Weston Favell Centre, Northampton NN3 4JZ
Tel: 0604 414528
Northampton Computer Centre, 13 Abington Square, Northampton NN1 4AE **Tel: 0604 231371**

NORTH YORKSHIRE
Yorcom, 9 Davygate Arcade, York Y01 2SU **Tel: 0904 641862**

NOTTINGHAMSHIRE
The Computer Shop, Unit 250, Victoria Centre, Nottingham NG1 3QQ
Microbyte, 109 Upper Broadwalk, The Broadmarsh Centre, Nottingham
NG1 7LL **Tel: 0602 586454**

SCOTLAND
Vics Computer Supplies, 31-33 South Street, Perth PH2 8PD
Tel: 0738 36704

SHROPSHIRE
STD Communications, 21 Wyle Cop, Shrewsbury SY1 1XB
Tel: 0743 231763

SOMERSET
Taunton Micro Centre, Unit 35, Old Market Centre **Tel: 0823 336118**

SOUTH YORKSHIRE
Gemsoft, 28 Furnival Gate, Sheffield S14 QP **Tel: 0742 757070**
Microfun, Unit 12, Guardian Centre, Rotherham **Tel: 0709 360000**
Custom Games, 22 Carver Street S1 4FS **Tel: 0742 752732**
Microbyte, 20 Cleveland Street, Doncaster DN1 3EF **Tel: 0302 329999**
Microbyte, 56 High Street, Meadowhall Centre, Sheffield SN1 1EN
Tel: 0742 568537

STAFFORDSHIRE
Burton Software, 51-52 High Street, Burton upon Trent, DE14 1JS
Tel: 0283 34388
AR Computers, 150 Newport Road, Stafford ST16 2EZ
Tel: 0785 222551
Format Five, 3 Bolebridge Mews, Tamworth B79 7PA **Tel: 0827 55445**
Software City, 59 Forgate Street , Stafford ST16 2PR **Tel: 0785 41899**
Miles Better Software, 221 Cannock Road, Chadsmore, Cannock
Tel: 0543 466577
Castle Computers, 2 William Clones St, Burslem ST6 3AP
Tel: 0782 575043
Fosters, 59 Tamworth Street, Lichfield **Tel: 0543 262341**

SUFFOLK
Bits 'n' Bytes Computers, 8/12 Dial Lane, Ipswich IP1 1DL
Tel: 0473 233678

SURREY
Allders of Camberley, High Street, Camberley, G1S 33A
Tel: 0276 692122
Electric Dreams in Allders, Whitgift Centre, Croydon CR9 1NN
Tel: 081 681 2577
Allders of Sutton, High Street, Sutton SM1 1ES **Tel: 081 642 6000**
Ultima Retail, Unit C, Whitelion Walk, Guildford GU1 3DW
Tel: 0483 506939
Barkman Computer Services, First Floor, Cardinals of Kingston, 6/9 Market Place, Kingston upon Thames KT1 1JY **Tel: 081 546 5941**
Antics 89e Woodbridge Road, Guildford GU1 4QD **Tel: 0483 391115**

TYNE & WEAR
Marcliff Computers, 43 Stockton Road, Sunderland SR1 3NR
Tel: 091 567 8975
The Games Store, 8 High Friars, Newcastle NE1 1HH
Tel: 091 261 6260
The Computer Shop, 9 Maritime Terrace, Sundreland SR1 3JT
Tel: 091 510 8142
Microbyte 46/47 The Greenmarket, Newcastle upon Tyne NE1 7YB
Tel: 091 261 9050
Microbyte, 56 Garden Walk, The Metro Centre, Gateshead NE9 6PF
Tel: 091 460 6054

WALES
E.C Computer Centre, 2nd Floor, Glamorgan House, David Street, Cardiff CF1 4EF **Tel: 0222 390286**
Bud Morgan, 22 Castle Arcade, Cardiff CF1 2BW **Tel: 0222 229065**
Microbyte, 12 Globe Lane, Lanes Shopping Centre, Carlisle **(OPENING SOON)**

WARICKSHIRE
Spa Computer Centre, 68 Clarendon Street, Royal Leamington Spa CV32 4PE **Tel: 0926 337648**

WEST MIDLANDS
Game Ltd, Unit 22 The Pavilions, Birmingham, B4 7SL
Tel: 021 643 4979
Game Ltd, Unit 22 West Orchards Shopping Centre, Smithford Way, Coventry CV1 1QX **(OPENING SOON)**
Watchdog Home Entertainment, 40 Queen Street, Wolverhampton WV1 3JW **Tel: 0902 313600**
Comtazia, 204 High Street, Dudley DY1 1QQ **Tel: 0384 239259**
Software City, 3 Lichfield Passage, Wolverhampton WV1 1DZ
Tel: 0902 712703
Venture TV, Broad Street, Sidemoor, Bromsgrove B61 8EL
Tel: 0527 72650
Software City, 1 Goodall Street, Walsall WS1 1QG **Tel: 0922 24821**
Comtazia, Merry Hill Centre, Brierly Hill DY5 1SB **Tel: 0384 261698**
Comtazia, 4-6 The Arcade, Walsall WS1 1RE **Tel: 0922 614346**
Computer-Wize, 394 Birmingham Road, Wylde Green Sutton Coldfield B72 1YJ **Tel: 021 382 3252**
Microbyte, Unit 424, Grand Parade, Bull Ring Centre, Birmingham
(Opening Soon)

WEST SUSSEX
Worthing Computer Centre, 7 Warwick Street, Worthing BN11 3DF
Tel: 0903 210861
Crawley Computers, 54 The Boulevard, Crawley RH10 1XW
Tel: 0293 561656

WEST YORKSHIRE
Game Ltd., Unit 2.8, Victoria Walk, Schofield Shopping Centre, Headrow, Leeds LS1 9JE **(OPENING SOON)**
The Computer Shop, Unit 7, Burton Arcade Leeds LS1 6HQ
Tel: 0532 340455
Computer Man, Asda Complex, Shipley BD18 3QH **Tel: 0274 599837**
Microbyte, 23 Leeds Road, Ilkley Tel: 0943 603392
Microbyte, 1 Kirkgate Mall, the Kirkgate Centre, Bradford BD1 1TE
Tel: 0274 308829
Microbyte, 33 Kirkgate, Wakefield WF1 1HS **Tel: 0924 376656**
Microbyte, 40 Victoria Quarter, Leeds LS1 **Tel: 0532 450529**

WILTSHIRE
Antics, 8 Regent Circus, Swindon SN1 1JQ **Tel: 0793 430417**

AND IN THESE VIRGIN OUTLETS

AVON
Virgin Retail, 18 Merchant Street, Bristol BS1 3ET **Tel: 0272 294779**

EAST SUSSEX
Virgin Retail, 157-161 Western Road, Brighton BN1 2BB **Tel: 0273 23216**

LONDON
Virgin Megastore, 14-16 Oxford Street WIN 7AP **Tel: 071 631 1234**
Virgin Retail, 22-23 North Street, Guildford GU1 4TA (OPENING SOON)
Virgin Retail, 80 North End, Croydon, Surrey CRU IUJ (OPENING SOON)
Virgin Retail, 68 High Street, **Bromley, Kent BR1 1EG (OPENING SOON)**
Virgin Retail, 527 Oxford Street WIR 1DD **TEL: 071 491 8582**
Virgin Retail, 64-66 Clarence Street, Kingston upon Thames KT1 1NN **Tel: 081 547 1122**
Virgin Games, 100 Oxford Street W1A 9LA **Tel: 071 637 7911**

NORTHERN IRELAND
Virgin Retail, 14-18 Aston Quay, Dublin 2 **Tel: 010 3531 777 361**
Virgin Retail, Unit 1c, Castlecourt, Royal Avenue, Belfast BT1 1DD **Tel: 0232 236623**

NOTTINGHAMSHIRE
Virgin Retail, 6-8 Wheelergate Nottingham NG1 2NB **Tel: 0602 476126**

OXFORDSHIRE
Virgin Retail, Unit 6, Westgate Centre, Oxford OX1 1NZ **Tel: 0865 798300**

SCOTLAND
Virgin Retail, 131 Princes Street, Edinburgh EH2 4AH **Tel: 031 225 4583**
Virgin Retail, Unit 4, Lewis' Building, Argyle Street, Glasgow **Tel: 041 221 2606**
Virgin Retail, 28-32 Union Street, Glasgow G1 3QX **Tel: 041 221 0103**

WALES
Virgin Retail, Units 7-9, Capitol Arcade, The Capitol, Queens Street, Cardiff CF1 **Tel: 0222 388273**

WEST MIDLANDS
Virgin Retail, 98 Corporation Street, Birmingham B4 6SX **Tel: 021 236 2523**

WEST YORKSHIRE
Virgin Retail, 94-96 The Briggate, Leeds LS1 6BR **Tel: 0532 443681**

SOUTH YORKSHIRE
Virgin Retail, Meadowhall Shopping Centre, 81 High Street, Sheffield S9 1EN **Tel: 0742 569060**

REVIEW

AMIGA £25.99

BY RENEGADE

MAG POCK

THE BITMA

We all have pockets, but not the sort of pockets that you'll find in Pocketland. And certainly not the ones stitched into the Bitmap Kid's togs. He's got magic pockets, in which he keeps all his toys. Not little toys like Matchbox cars and toy soldiers, but big ones like bikes and boxing gloves! The Bitmap Kid cannot live without his toys, so imagine his disappointment when a gang of monsters appear from the Underworld and derobe him of his playthings before warping back to their domain to store them throughout the kingdom.

Off goes the Kid to the Old Man who, sympathetic to the youngster's plight, kits him out with a black hole to transport him to the Underworld and a magic whirlwind to use against the nasties ensconced there. Shoving the whirlwind into his pocket, Bitmap Kid throws down the black hole, jumps inside and, within an instant, finds himself standing in the kingdom of his enemies. Here, across the four lands which make up the Underworld, are hidden his toys. Being the coolest dude in Pocketland, Bitmap Kid must find them or be laughed at eternally upon his return. And he can't be having that now, can he?

Claustrophobic cavern capers on level 1

They've nic
They've whip
This time they've g

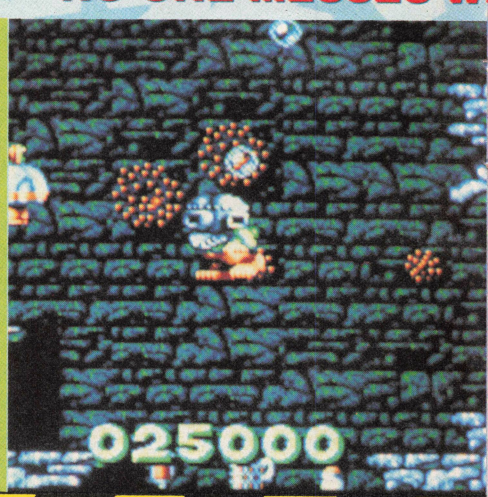
NO ONE MESSES W

Considering the time it's taken, Magic Pockets had to be something a bit good. And as usual, the Bitmap Bros have delivered the goods spectacularly. Here is a product which looks good, plays great and sounds unbelievable! Having been greeted with a spoof Operation Wolf intro showing the Bitmap Kid tying his shoelaces, straightening his cap and such, the player is then mindblown by the fantastic sampled Betty Boo track on the front-end. After coming back to some semblance of normality, you'll then press fire once more and be amazed once more by the top-notch graphics and stylish gameplay which the Bros have created. This is not your average platform shoot 'em up - the baddies have intelligence and the bonus items aren't random. There are secret rooms all over the shop, inside which can be found some great gear, including weapon helmets taken from previous Bitmap games - in particular the Xenon II helmet which fires a giant laser bolt from the eyeslit! Massive maps allow the player to explore and experiment with objects for ages without having to immediately go for the exits. In my mind, Magic Pockets is the best thing from the Bitmaps yet. Buy it and agree.

PAUL RAND

GAME FOR A LAUGH

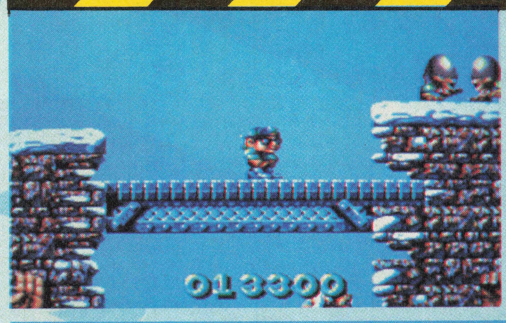
The Bitmaps have done away with the conventional idea of end-level guardians and instead have opted for bonus games at the end of each level. To move to the next land, the Bitmap Kid must either race his bike against monster cyclists and have a boxing match with a gorilla, amongst other things, each event involving the use of the latest toy retrieved. Groovy, huh?



GIC KETS

P BROTHERS

REVIEW



◀ Ice cubes can trap or destroy enemy monsters

Attack of the killer ▼ bunny rabbits!

Bop the eggs with ▼ snowballs, they deserve it!

cked his bike.
ped his helmet.
gone too damn far...

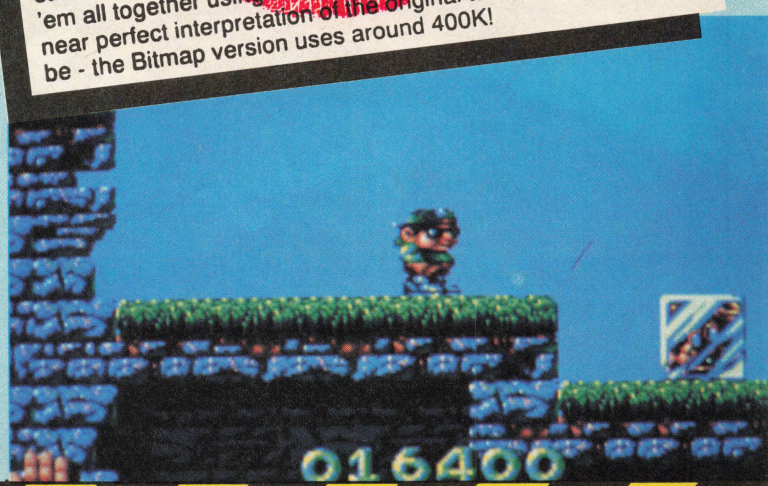
ITH THE BITMAP KID

UPDATE

Magic Pockets should be doin' its do on the ST right about now. With other Bitmap products appearing on the consoles, who knows where it'll pop up next!

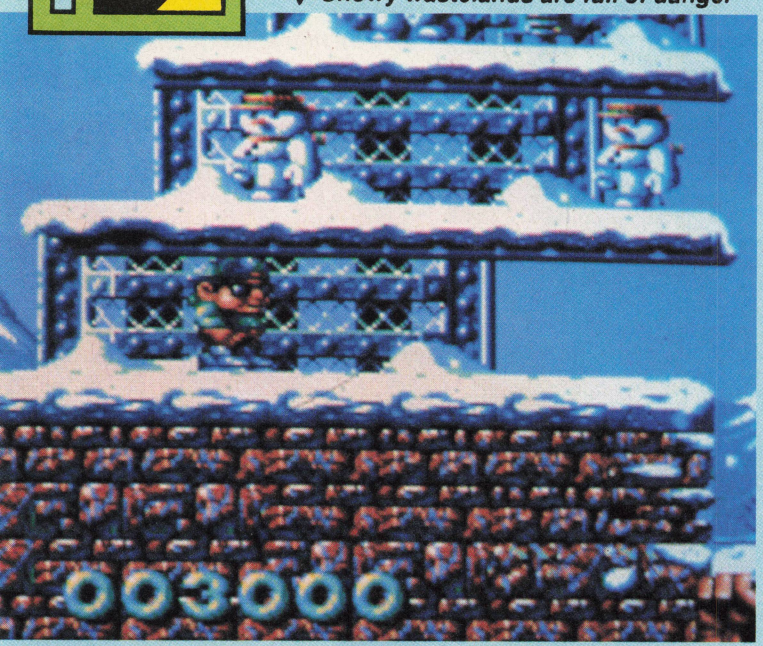
BETTY BOO AND THE BITMAPS

Renegade, being a part of music company Rythm King, don't have to look far when they're searching for a snappy ditty to include in their games. Magic Pockets is no exception! For their latest product, the Bitmap Bros have enlisted the talents of dusky songstress Betty Boo, whose Doin' The Doo appears in all its remixed, sampled glory on the front end of Magic Pockets. The lads went into a recording studio, sampled various instruments from each track making up the single, then lumped 'em all together using a Soundtracker clone. The end result is a near perfect interpretation of the original tune. And so it should be - the Bitmap version uses around 400K!



REVIEW

MAGIC POCKETS

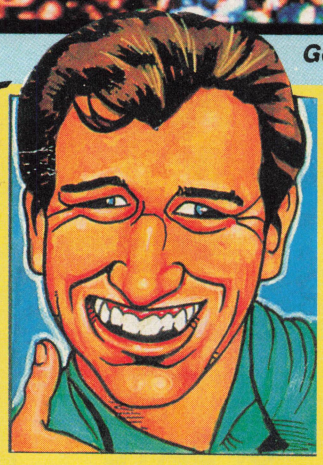


▼ Snowy wastelands are full of danger

Go ape in the jungle section ▲

POCKET POWER

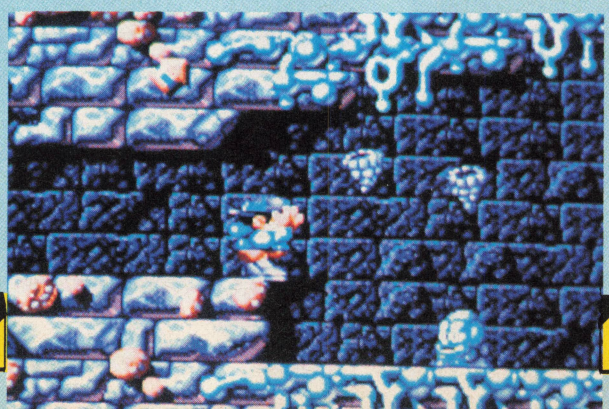
The type of item to be collected by the Bitmap Kid depends upon the amount of baddies killed. Each time a nasty is wiped out the item count is increased by one, allowing bigger and better items to be collected every time a monster is destroyed. Objects available range from sweeties, which add points to the Kid's score, to energy-boosting coffee cups and extra life-giving bottles of milk!



Lucky enough to be treated to an early preview of Pockets, I knew we were all in for a bit of Bitmap brilliance once again - and here it is at last! Magic Pockets is just that: Magic. It may have taken a while in the making, but rest assured that Renegade have spent that time fine tuning the game until it plays like a dream. It's easy to become lost in Pocketland whilst battling through the screens against enemies so cute it's almost a crime to dust them - and time flies as you venture just that bit further 'cos the desire to find out what comes next just grows and grows. Graphically it's excellent (even if we've already seen the style before in Gods) and the soundtrack, as usual, is superb. Better looking than Kylie Minogue and full of more features than Betty Boo's bicycle shorts, Magic Pockets is something to sing about. My advice is to buy this a bit quick - Do, do, do do...

TIM BOONE

TVs display a mini map of each level ▲



Trouble on the first level, catch the slimers ▶

AMIGA

GRAPHICS	92
SOUNDS	93
PLAYABILITY	92
LASTABILITY	91
OVERALL	93

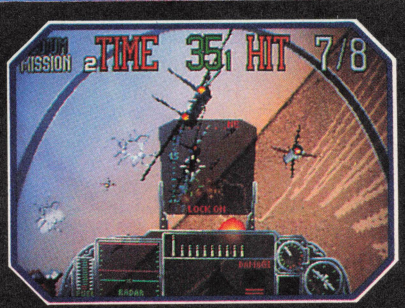
G-LOC R360™

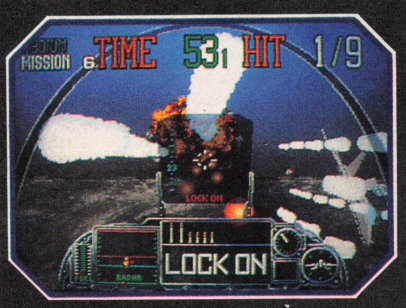
LOSS OF CONSCIOUSNESS BY G-FORCE

Available on: CBM 64/128 & Amstrad Cassette & Disk

Spectrum Cassette, Atari ST & Amiga

Screen shots from Coin-Op version.





SEGA™
ARCADE HITS
MARKETED BY
U.S. GOLD®

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

©1990, 1991 SEGA™. All rights reserved. G-Loc™ is a trademark of SEGA ENTERPRISES LIMITED. SEGA™ is a trademark of SEGA ENTERPRISES LIMITED.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN **TEL: 0898 442026**

BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER **TEL: 0898 442030**

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE **TEL: 0839 654284**

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION **TEL: 0839 654124**

COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH.

* At Retail Prices

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

REVIEW

MEGADRIVE £40.00

BY SEGA

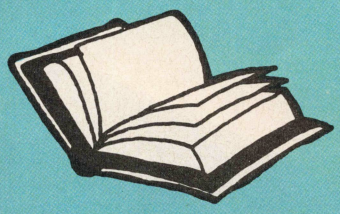
Oh no! Whilst Mickey Mouse, the sorceror's apprentice, was catching up with a spot of well-earned kip, an evil wind from atop Bald Mountain has descended onto the castle and whisked away the musical notes from the sorceror's magical music book, depositing them throughout the land of Fantasia!

Never one to shy away from a challenge, or perhaps because he'll be for it if his master returns, Mickey picks up a few spells and leaves the castle to search for the missing notes.

But Fantasia is a large and dangerous world for a little mouse to be alone in and each of its four lands hold surprises galore. Can Mickey brave the terrors of crocodiles, killer mushrooms and, of course, the dancing broomsticks, retrieve the notes and get back safely? If one mouse can triumph, it's got to be Mickey!

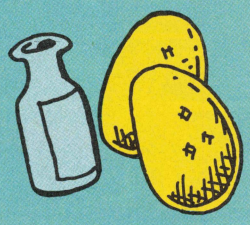
MOUSEY BONUS BUSINESS!

If Mickey is lucky, he'll be able to collect special items which either add to his score or increase his strength and magic powers.



SPELL BOOKS: Increase magic points and add to the score

STARS: Give Mickey more Hearts and bonus points



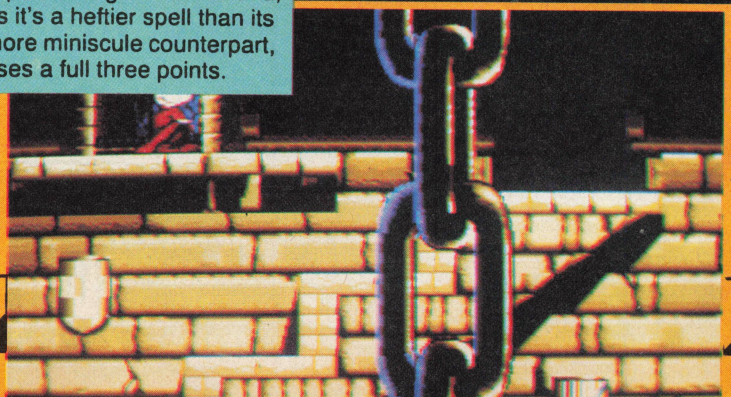
CRYSTAL BALLS, POTIONS, DINOSAUR EGGS: Bonus points

Fantasia is one of the most eagerly awaited games on the Megadrive and so it comes as a bit of a surprise to discover that it's a crock of old pants. The scenario is based around the Disney cartoon and soundtrack, a shame then, that the music is one of the weaker points of the game. There's no doubting that the graphics are delightful, but the appalling sprite collision detection and unforgiving gameplay spoil the effect. The Mickey sprite is nigh on perfect, but you only have to look at an enemy sprite to lose a life. This makes the game quite stupidly difficult and frustration is the only feeling you'll have after playing. Sloppy programming and poor design have ruined what could have been one of the best Megadrive games ever. If you want a decent platform game, then check out Sonic or even the original Mickey Mouse game - Castle of Illusion.

FRANK O'CONNOR

MICKEY'S MAGIC MOMENTS

Mickey is capable of using two types of magic - little spells and big spells. The little spells use up one magic point (Mickey begins the game with three) and is useful for getting rid of small enemies. As you'd expect, the big spell is necessary to wipe out larger baddies and, as it's a heftier spell than its more miniscule counterpart, uses a full three points.



REVIEW

FACING THE MUSIC...

Not only does finding a musical note take Mickey one step nearer to his goal of finding all of the sorceror's music, but picking one up causes him to glow, making him immune to the attacks of the creatures of Fantasia. Be warned, though, that this invincibility lasts for only a short time...

The second Mickey Mouse game to hit the Megadrive is, like its Castle Of Illusion forerunner, awash with beautiful, cartoon-quality graphics which fully capture the spirit of the Fantasia feature-length cartoon. Mickey himself even has that cute swaying motion associated with those very early MM cartoons! Coupled with an array of listenable classical ditties, you'd think Fantasia bears all the hallmarks of a classic nostalgia trip. Sadly though, the fruit which was close to ripening withered and died from a disease known as Frustraticus Playabiliti. This game is so agonisingly difficult that even the most patient gamer would have his temper sorely tested, so you can imagine the expletives hollered around the CVG office when we picked up the pad, pressed the start button and spent what seemed like years trying to get out of the castle without being scalded by cauldrons, swept up by broomsticks and molested by mushrooms. If there's any justice in the world, whoever did the playtesting for Fantasia ought to be standing in the dole queue at least, or standing in front of a firing squad at best. The game promised so much and delivered so little. It's a great shame - Fantasia could have been something extra special.

PAUL RAND

MEGADRIVE

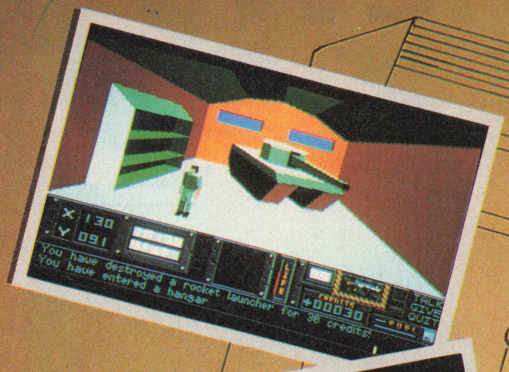
GRAPHICS	89
SOUNDS	81
PLAYABILITY	51
LASTABILITY	58
OVERALL	**53**

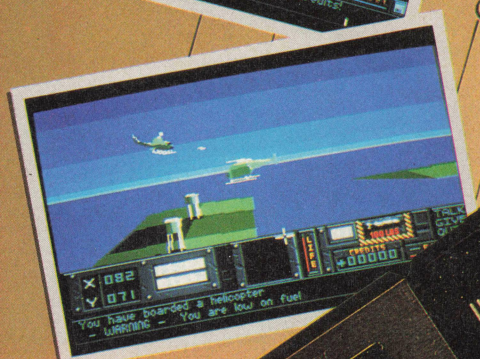
HUN

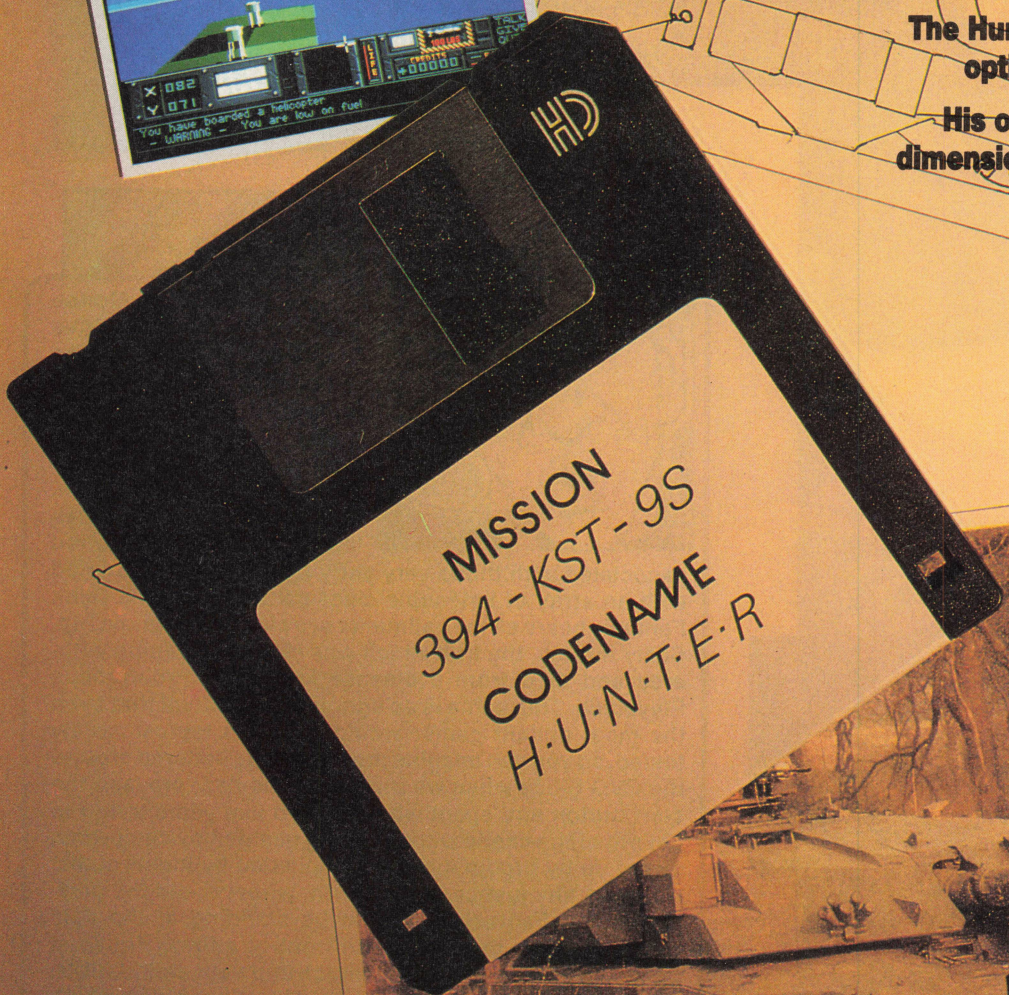
ADAPT TO SURVIVE.

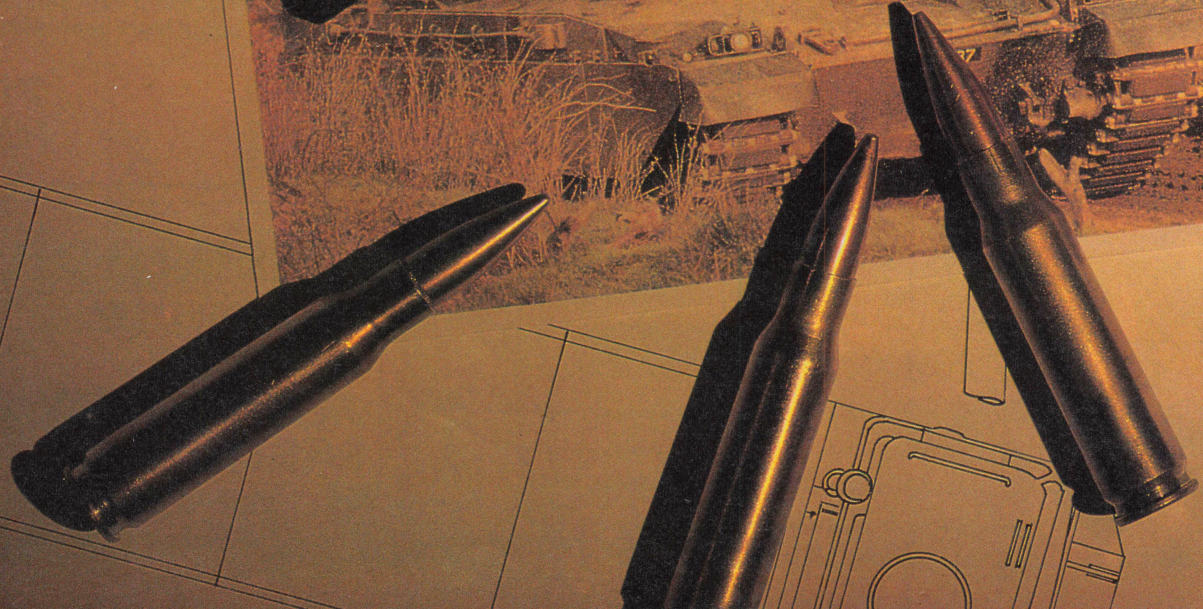
The Hunter is alone behind enemy lines. With th options, and the expertise to complete dang

His only accomplices are the weapons, vehic dimensional universe; his objective: to attack an









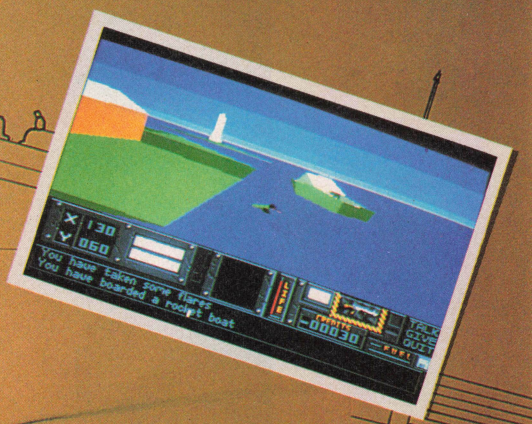
ACTIV

TER

. SEEK TO DESTROY.

e versatility to make best use of a wide range of
gerous missions, the Hunter is a breed apart.

es and structures found in his amazing three-
d survive. The Hunter has the will to win. Do you?



M

VISION

Available in September on Amiga & Atari ST

REVIEW

GALAXY 5000

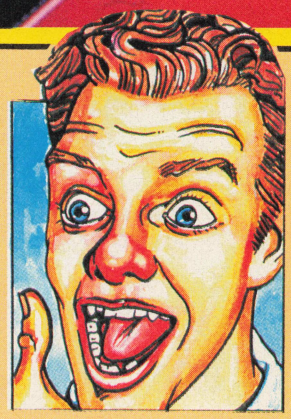
NES **£TBA**

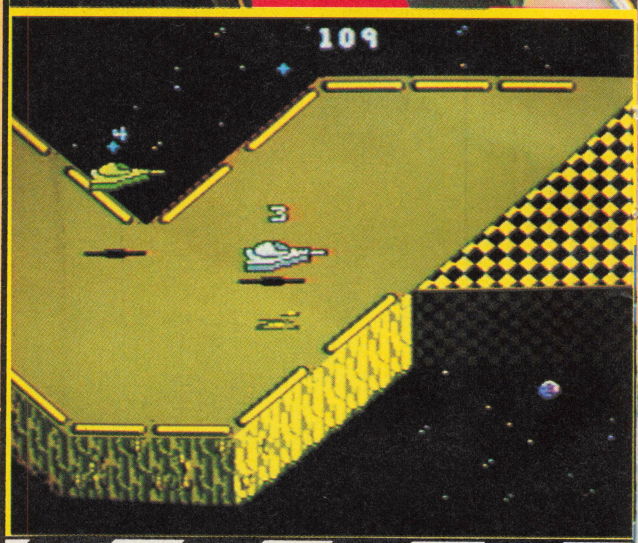
BY ACTIVISION

In the 51st Century the Galaxy's most popular sport is Turbocraft racing. This sport is played by the universe's most dangerous psy chopaths and watched by vast audiences. It's time to put on your special Turbopants and head for the most dangerous parts of the solar system, in a quest for money and glory. Actually, the money is a bit more important than the glory! You start off racing your craft around a smooth scrolling track on the planet Mercury. The craft can jump great distances and is equipped initially, with a rather groovy machine gun. This damages the other racers and more importantly, slows them down. The track is littered with obstacles, including crystal barriers, landmines and rather nasty gun-turrets. Upgrading weapons is simple and you'll soon find yourself with a very porky little gunship! The action moves around the Solar System, with the ultimate destination being the icy wastes of Pluto. If you earn enough money in the early races, you can kit yourself out with a better ship, but that'll take some doing. Go for it!

CUTTING CORNERS

If you feel big and clever enough, you can cheat a little while playing the game. The simplest and most effective shortcut, is to jump across corner boundaries rather than going all the way round them. There are also, on later levels, springboards and speed pads which can catapult you across chasms. On later levels, the competition cheat too, so you'd better learn fast!



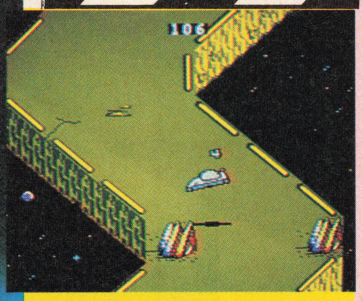


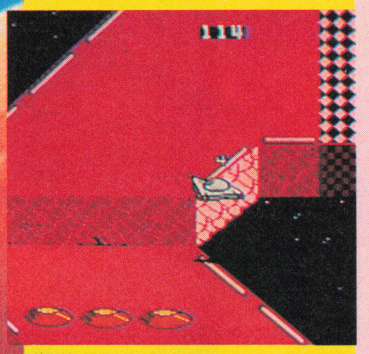
The first thing you notice about Galaxy 5000 is the superb front end. The opening presentation screen is a hoot, shame about the music. The graphics in the game itself are excellent, with neat, well animated sprites and brilliantly fluid scrolling. The racing is frantic and learning to control your craft is half the battle. Luckily there are two methods of control, one directional, the other a rotation system (which is blimmin' tricky). There are lots of things to see and do on the racetracks, weapons pods to pick up and obstacles to destroy. There are shortcuts to learn on almost every track and these are essential for good racetimes. The game can only really be described as a cross between F Zero and Super Sprint. It takes the best gameplay features from both and the combination is one of the best racers available on the Nintendo. Watch out for the groovy sampled speech, like when you bash a racer off the track and shout, "Scuse me!"

FRANK O'CONNOR

REVIEW

GALAXY 5000



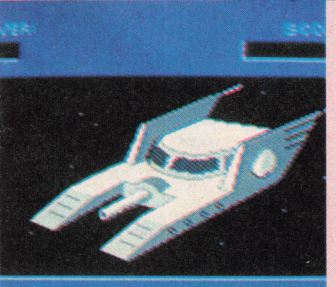


SPACED OUT TRIP MAN!

There are nine worlds to visit in Galaxy 5000 and spookily enough, that's exactly how many there are in our solar system. If you think that's uncanny, then you'll be even more shocked to discover that the whole thing is based in our very own galactic back yard. It could be very dangerous crossing the roads of Saturn with these young hooligans tearing around at speeds of up to mach 5. The race goes in order of the planet's position in relation to the sun, so Mercury is first and Pluto last. With four races on each world, that makes a total of 36 tracks to conquer, so you could be at it for quite some time.

Galaxy 5000 is a fun race 'n blast, right enough, with a wealth of tricky tracks full to the brim with such terrors as spikes, gun emplacements and rocky outcrops to scupper the budding galactic boy-racer and, of course, the opposition. The forced-perspective graphic style works a treat, and the scrolling is as smooth as you could hope for. There's also some great sampled speech included in Galaxy 5000 too - in fact I'm sure one of the samples is that of Marty McFly in Back To The Future 2! So why did I come away feeling slightly iffy about the game? Well, it's primarily the awkward control method which, more often than not, sees the player either career off the side of the track into the murky blackness which is space, or jump over a hazard, only to slightly shift the controls and meet your doom that way. A joypad really isn't the best form of controller to use in this type of game, in my opinion, which is probably the main reason for the constant death which I experienced. Galaxy 5000 is a worthy enough game, no doubt about that, but I suggest you have a go before you part with your dough.

PAUL RAND



HONEST FRANK'S USED SPACE CRAFT EMPORIUM

If you're really smart and groovy, you can earn enough cash to buy an incredible new piece of space racing hardware. These include the Tomahawk, the Crusher, the Phantom, the Scorpion and the best of the bunch, the Stiletto. It'll take a very long time before you can afford one of these babies. The weaponry, speed and handling abilities all improve as you upgrade your craft, but then so do the competition...

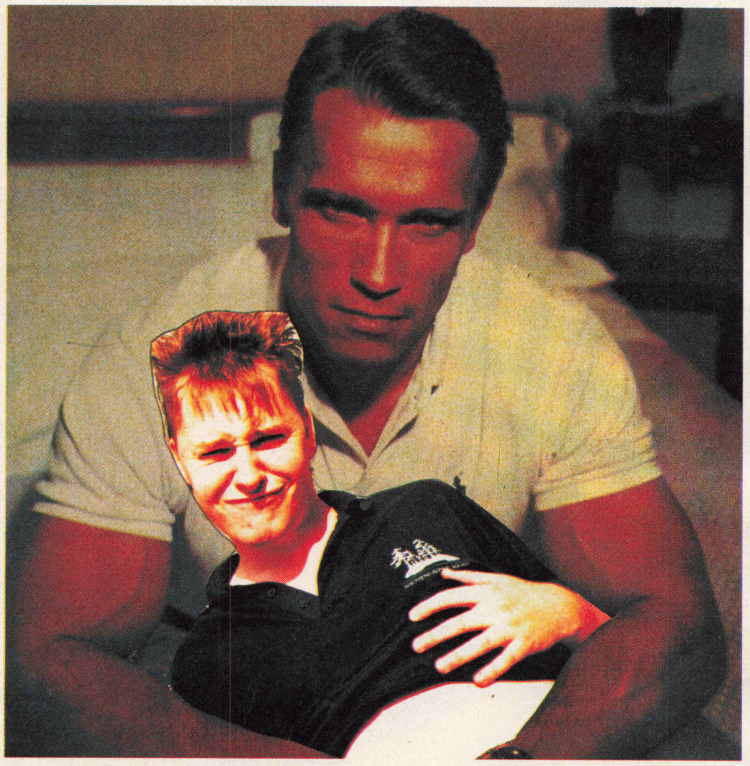
NINTENDO

GRAPHICS	85
SOUNDS	86
PLAYABILITY	87
LASTABILITY	85
OVERALL	86

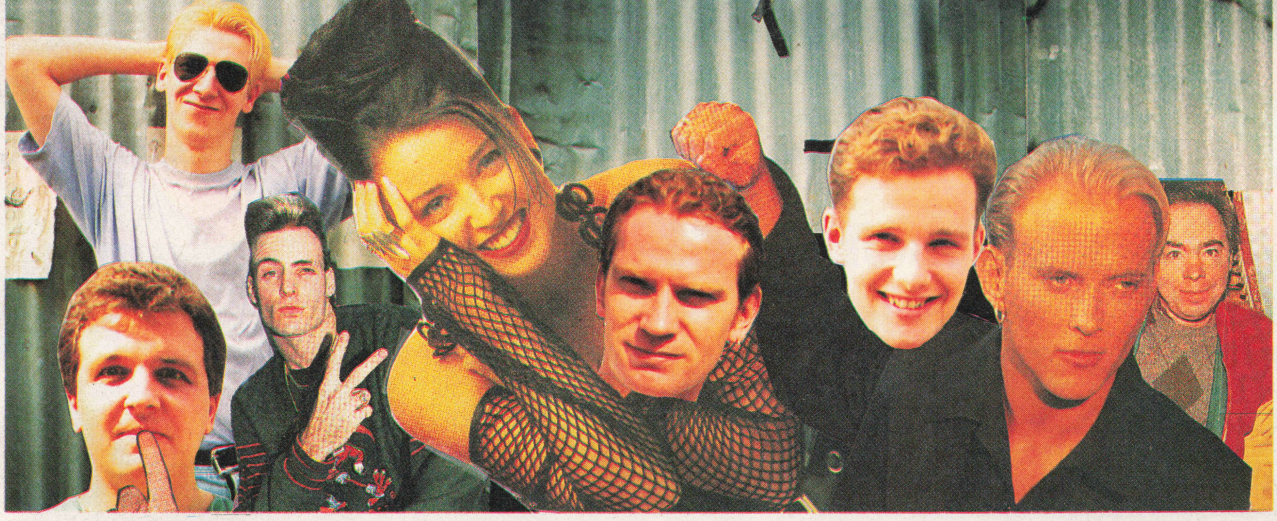
WIN

FABULOUS FAME AND FORTUNE WITH CVG!

So you want to be famous, eh? Want to see your name in Britain's greatest games mag and be the envy of all your mates? Want to be almost as well known as Nigel Mansell? Want everlasting glory as a CVG hero in these glorious pages? Want to win a bundle of games for your machine? Read on...



I'M COMIN GET YA AA



We like a bit of a laff here at CVG, so we've come up with a bit of a good idea. Do you know somebody famous? Are you Jeremy Beadle's best buddy? Are you mates with Bernard Manning? Is Leslie Crowther your second uncle or Terry Wogan your grandad?

If you know somebody famous, are related to them or if you ARE Jonathan Ross, then this is the compo for you! Write in with a picture of yourself with this famous relation and you could be in line for £200 worth of games for your computer or console together with a mention in the CVG Celebrity Spotters Hall Of Fame. Cripes!

And you don't need to worry if your relatives are complete nobodies of no interest to anyone at all. If you've got a photo of yourself with a celeb (the sillier the better) you can still enter and stand a chance of winning this delicious prize!

So what do you have to do? Simple - hook out that genuine photo of yourself with somebody famous and stick it in an envelope with a letter explaining where and when you met them, how you're related and what they're really like. Then pop the whole lot off to: I WANNA BE FAMOUS TOO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and award a spanking £200 worth of games to those who tickle us most with their desire for stardom. So get scribbling and get famous!

SMALL PRINT: OK, it's that tiddly type time of day again - so here goes. All the usual CVG compo rules apply, so don't enter if you've anything to do with EMAP or you haven't met any celebs or Paul Rand will come round and tell you all about the time him and Emlyn Hughes had a few jars together - true. You can enter as many times as you like, but each entry must be accompanied by a different celeb and suitably funny letter. By the way - did you know Tim once played darts against Eric Bristow, got totally stuffed and even managed to miss the board twice? What a boy!

REVIEW

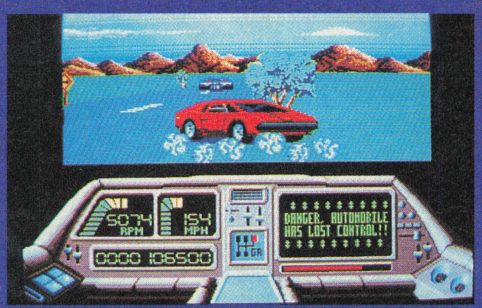
MEGADRIVE £34.99

BY RAZOR SOFT

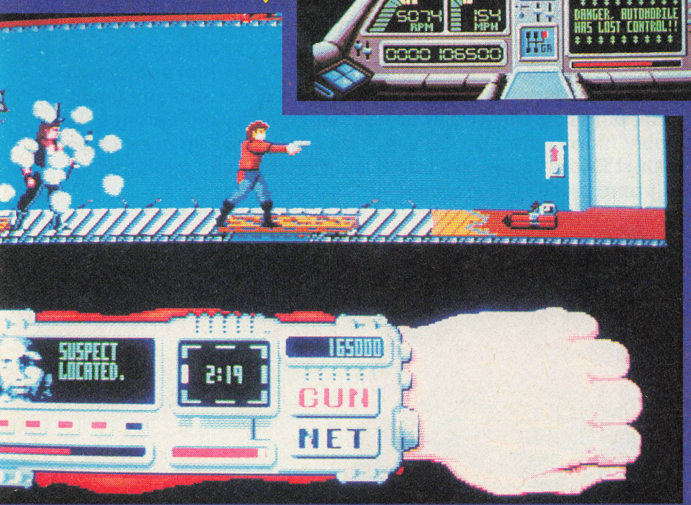
Why is it that the 21st century is always a nuclear wasteland? Why can't the world turn out nice, with flowers and birds and trees? Well, for one thing, it wouldn't make a very good setting for an ultraviolent shoot 'em up - so maybe it's just as well!

Technocop is set (surprise, surprise) in a desolate nuclear wasteland in the 21st century. You take the role of a futuristic law enforcement agent with a big weapon and a B.A.D. attitude. The local bad guys, the D.O.A. (Dead On Arrival) are getting a bit out of hand and you have been chosen to stop them.

Fortunately you're equipped with some fairly serious hardware including a very tasty Lamborghini and a massively dangerous gun. The gun is loaded with bullets which explode inside the victim, turning enemy sprites into a very icky mess.

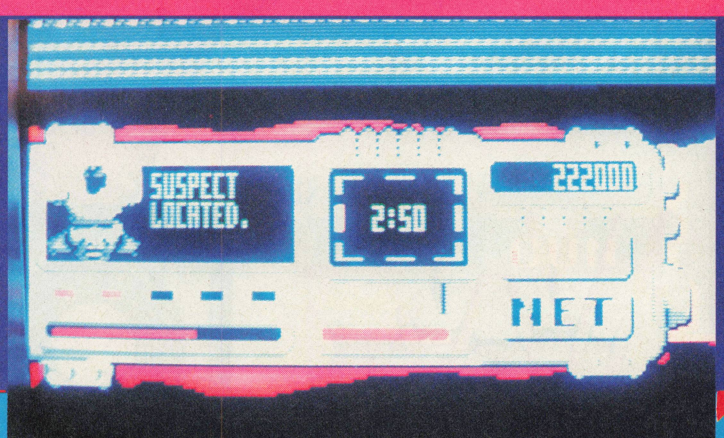


Technocop turns his back as the first baddy is attacked by the cotton-wool balls of Doom ▼



Technocop has been coming in for a bit of stick in the CVG office. I have to disagree, 'cos I think it's quite a jolly little game - at least in the short term. It does have its strong points, such as the fast, realistic scrolling road in the chase section and the oh-so-sicko twitching of the corpses of criminals when they've been blasted. Not only that, your James Bond-like character can also blow holes into little kids! However, Technocop does trip over its laces on more than one occasion, the most obvious reason being the sparseness of both gaming stages. On that subject, there simply isn't enough variety in them, each stage looking and playing the same as the last. I'd definitely give this one a try in the shop before making any sort of purchase decision, but overall it gets the Rand thumbs up as a pretty decent little racing blaster with a fair few extras thrown in.

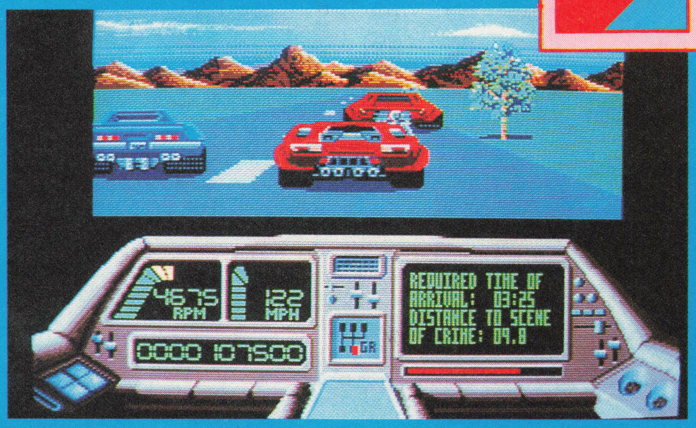
PAUL RAND



REVIEW

VERY HARD DRIVIN'

Technocop is played in two sections, the first and most graphically attractive is a driving sim with heavy Roadblasters influences. You have a Top mounted cannon which you can use to blast your opponents off the road, but it's one helluva lot more fun to ram them as you draw level! The driving can be tricky, especially when cars appear from nowhere over the crest of a hill - but the corners aren't particularly sharp and automatic gears ease the stress a little. This bit goes on for a set time limit, after which the game style changes drastically.



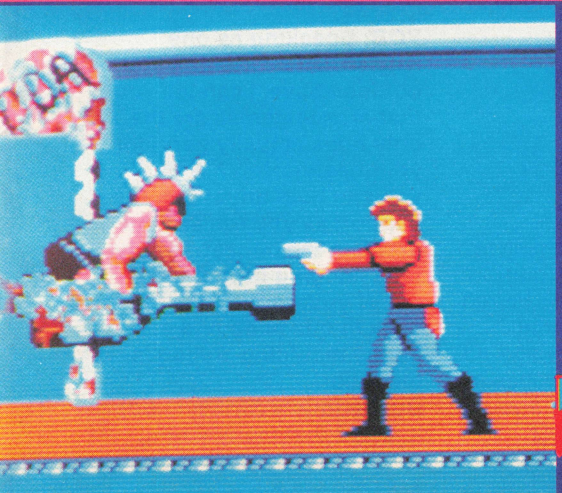
The next section is a horizontally scrolling shoot 'em up, looking suspiciously like Rolling Thunder. These bits are very short, simply shoot anybody you come across (except for the cute kids) and capture the guy you're after. He's hidden somewhere in a building and is very hard to find, let alone kill.

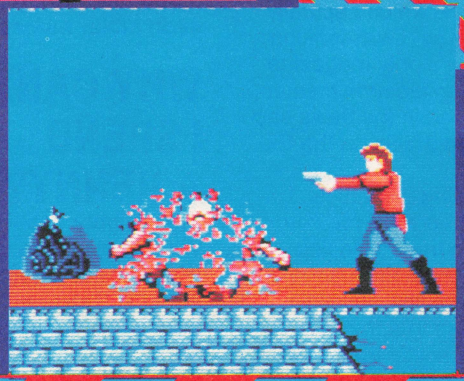
To do this, you change your ammunition to a specially weighted net. If you can't be bothered trapping him, just shoot the sucker to be on the safe side. There are 11 of these nasty geezers to catch and so you could be at it for quite some time.

TECHNOCOP

This weird kind of hybrid game is usually only used as a film licence. This time, however, there's not a famous name in sight. Technocop has some fairly reasonable graphics, at least during the driving section, but these start to look a little dodgy when the shoot 'em up section gets under way. The main problem with Technocop is repetition. It may sound like a bit of a bargain getting two distinctly different game styles for the price of one, but the value for money starts to sink pretty quickly when you discover that they're both mind-numbingly dull. Still, the sound effects are pretty spanky and I suppose the game does have its own sense of humour. For example, shooting old ladies pushing prams knocks 5000 points off your score, so don't blimmin' well do it. Technocop is a game which could have been quite superb, but in my opinion some pretty poor programming and overall bad design have ruined a nice idea which could have been turned into something special. Avoid.

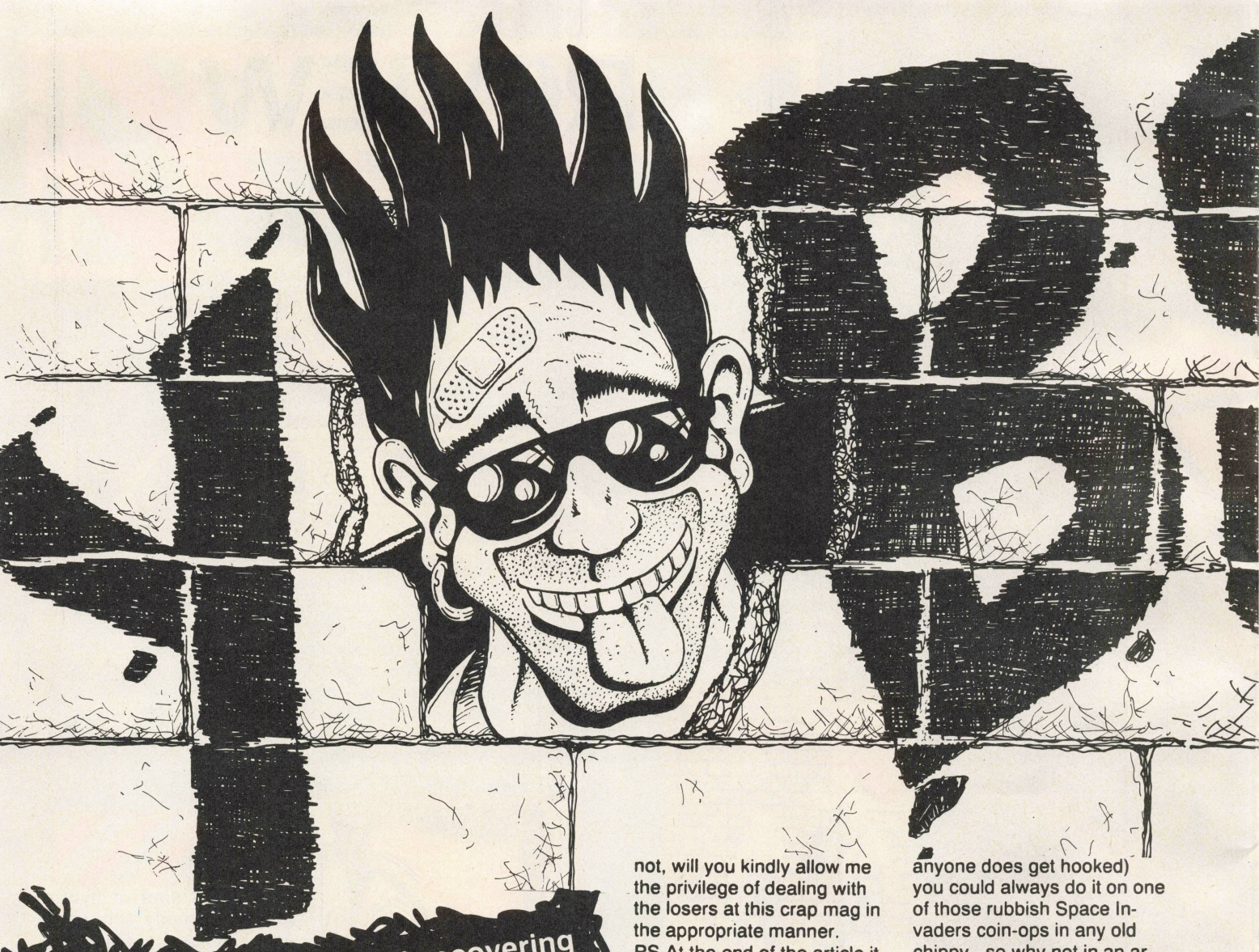
FRANK O'CONNOR





MEGADRIVE

GRAPHICS	66
SOUNDS	65
PLAYABILITY	74
LASTABILITY	71
OVERALL	**71**



YOWZA! Yours truly is still recovering from a Mailbag stuffed full of stuff, including quite a few choice insults aimed in my general direction. Not only that, but one or two exposed a little bit of cheating on the side while a couple more almost made me laugh. If you think you can raise a chuckle, chuck me a line at YOB'S SACKFUL OF FUN, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Best letter wins a spanking £100.00, so get scribbling!

SPOT THE SWIZZ Nº1

DROPOUTS DOWN UNDER

Dear Yob,
I was in town this morning, doing what I do every Saturday morning, reading all the other computer mags on the newsagent's shelf (CVG is the only one which I actually buy). Anyway, I was looking at Australia's only magazine dedicated to electronic entertainment and in the news section was an article on the Express.
Upon reading this article, I found it to be word for word identical to the article you had in the Feb 1991 issue of CVG! In fact, the only difference was that they changed the title from Pocket Pirate Shocker! to Naughty Nintendo!
Do you know about this? If not, will you kindly allow me the privilege of dealing with the losers at this crap mag in the appropriate manner.
PS At the end of the article it said that the Express made you blind and the Gameboy did not. Can you please explain this?
"Duffin The Dag"
Glen Forrest,
Western Australia

YOB: Well done, my little down under duffer. Rest assured our lawyers will be in touch with this gang of rank amateurs. These fly-by-nights have just proved what you have already demonstrated to be true - that lager-swilling Aussie layabouts don't know how to string two words together without asking silly questions about handhelds and hiding behind even sillier names.

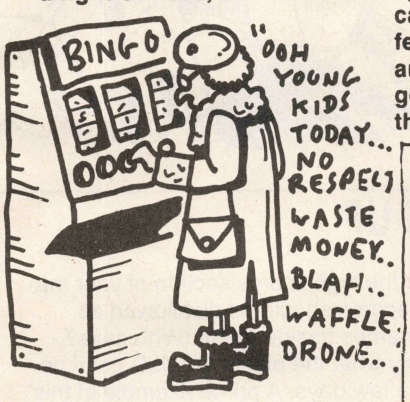
WHY CAN'T I SPEND A PENNY?

Your Mighty Yobness,
What is the world coming to? Why is it that people under the age of sixteen are barred from video arcades that aren't near some sewage-ridden pile of sand or stones (a beach to you and I)? If you're going to get hooked (if anyone does get hooked) you could always do it on one of those rubbish Space Invaders coin-ops in any old chippy - so why not in an arcade?
I know parents look upon coin-ops as a waste of money, but who are they to criticise when they can spend about £1.50 on a packet of cigarettes or a pint of ale. And what do they get for their money? Either a full sick bag or a chance of getting lung cancer, that's what! When will our parents wake up to the fact that all we want is a bit of fun and we're not all out to waste money.
PS Congrats on the new look, but how about a bit of colour on the high scores page?
Dominic Riddex
Henwick Park, Worcester.

YOB: Speaking as one who's tried everything you outline above, I can tell you that arcade games are the only ones actually good for your health. How? Well, you can hold onto them for support as you roll around drunk in the boozer, twenty tabs hanging from the corner of your mouth, the joystick in one hand and a gently moulding kebab in the other.
But seriously (Crikey! - Ed) it is sad that many young

MAIL BAG

people are banned from arcades because they contain a few fruit machines and other boring bits and bobs none of us are remotely interested in. Life can be a right GX4000, eh?

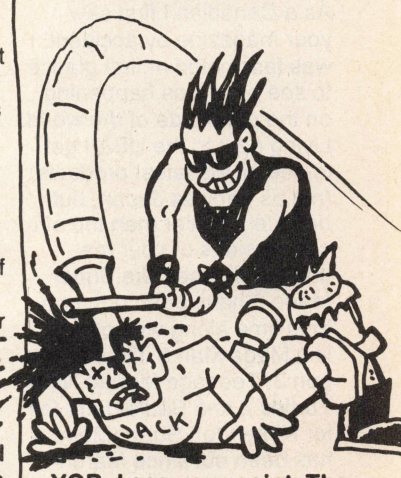


CRUSTY COIN-OPS?

Dear Yob,
I was reading through a recent issue of CVG when I got to the Mailbag and came across a letter from Robert Holland saying that coin-ops are a thing of the past. You asked for people's opinions **(that's right, so get on with it - YOB)**. Well, here are mine.
Coin-ops could never be a thing of the past, but the problem is that most arcade games look the same these days. There are no new ideas. Also, arcades are expensive. I do agree with Robert about making arcade machines available to the public though, so how much would coin-ops like Pole Position and Enduro Racer cost?
David Gooderham
Sible Hedingham, Essex.
YOB: The controversy rages on. Perhaps it's time I put a stop to all this arcade aggro by issuing a few words of wonderful wit and wisdom to the world in general. On second thoughts, perhaps not.

MAD AS A HATER

Dearest Yob,
I hate you. I hate the clothes you wear. I hate your stupid little designer stubble. I hate the way you brush your hair (if you brush your hair at all) and I hate the way you wear that pitiful little thing on your wrist.
In fact I hate everything about you. So why don't you do everybody a favour and jump off a cliff and let me have your badly paid job? Then maybe I can make something of your letters section. Just in case you forget how hard I am and don't send me the £100 I'll get my best friend Jack the psycho axe wielder from the from the Yorkshire Moors to go around to your trampy house and beat seven shades of crap out of you while you sleep.
Matthew Hayes
Oakwood, London

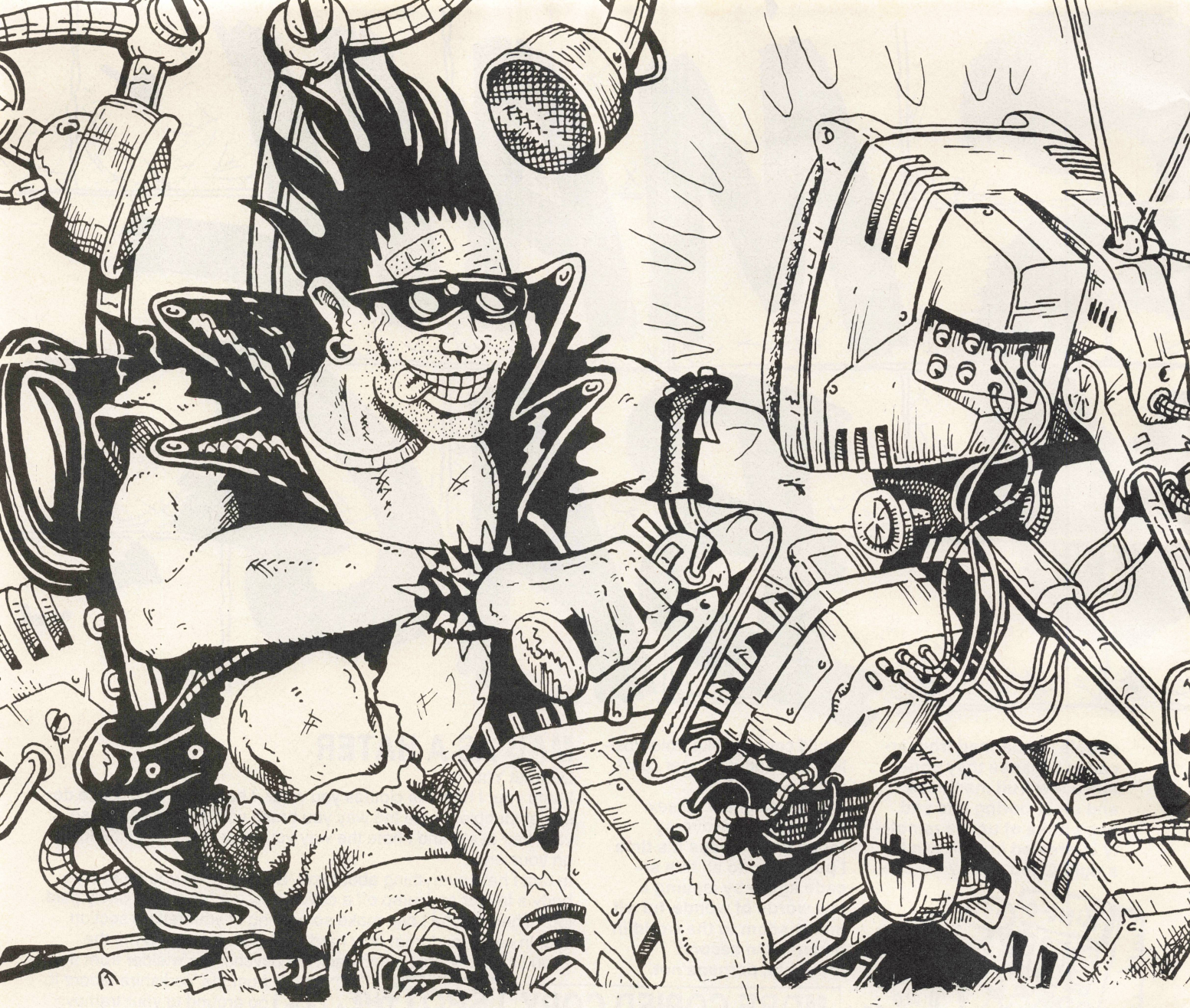


YOB: I see your point. The crayon was a bit difficult to read, but hopefully the doctors will let you use a proper pen once you've recovered from the suppositories...

MORE COPIED COPY (WILL IT EVER END?)

SPOT THE SWIZZ Nº2

Dear Yob,
Enclosed you will find a copy of a letter I noticed whilst browsing through an American magazine. The reason I have sent you this is because upon reading the August Issue of the brilliant CVG I noticed that there was practically an identical letter. Strangely not written by an American but instead by a Mr Niel T. Smith or should I say copied by Mr. Smith as the American Magazine was out months ago so they couldn't have copied him. In the letter it states that most of the software companies are only concerned with making a quick quid, but I must disagree. It is you, Mr Smith, who are looking for a quick buck, hoping to con Yob into giving you an easy £100. If you want to win some cash I suggest you try writing your own letter - that's if you can put a sentence of your own together.
Now that I have got that off my chest I have just one question: for how much can I get a Gameboy in the States and does it come with Tetris like the UK version?
Alan Sprately and Mark Kelly
Chiswick, London, W4.
YOB: Thanks for the info, you great little grasses. Sadie and her Scum Warriors are now hot on the trail of the suspiciously named Mr Smith. You asked two questions, but there is no difference at all between the UK and US Gameboys, except that some are owned by people with silly accents who carry expensive cameras, clog up London every summer and describe everything as "neat".



LETTER FROM AMERICA?

Dear Yob,

As a Canadian I first saw your magazine by accident. I was fascinated at first glance to see what was happening on the other side of the world. Living next to the USA I get to see all the latest products (not as early as Japan, but definitely earlier than the official versions of your machines). Games like Super Mario 3 have been out for a long time along with others like Mega Man 3, Double Dragon 3, Teenage Mutant Ninja Turtles 2 and Battletoads (all for Nintendo)! Super Mario 3 has been out since March 1990!

On the computer front, the PC is by far the most popular computer here. No system even comes close to what PCs sell, in games accessories or new systems. The Amiga, while the second most popular computer, has only minimal support. It still does pretty well though. The Atari ST has very small support. It only survives in very large cities and then just barely. I live in a City with 600,000 people in it and nobody I know has heard of it and no stores sell it's software or computers, I think it will be gone from our continent in a few years.

Finally, what are Spectrum and Amstrad computers like (sound and graphics)? What is the difference between a Pal and Scart Super Famicom as this machine is coming out here this fall as the Super NES.

Stephan Cress
Winnipeg, MB, Canada.

YOB: This letter is full of good points. It's just a shame your prose has about as much life as Barry Manilow's backing singers. I think he's from Canada too, or somewhere equally useless.

040

WINNIPEG.

I CAN'T GET 'EM UP

Dear Yob,

I am writing out of concern for the high scores section of your magazine. In my opinion certain scores should be disallowed as they are not achieved by the names beside them. (Who says? - YOB). These scores are simply what the player COULD get if he were to sit at his machine for a few days. A prime example of this is Daniel Sullivan's 99,999,900 for Mickey Mouse on the Megadrive.

I myself sent in a score of 1,067,300, which took three to four hours of constant play at a point in the game where I could rack up scores quite quickly. If I were to assume that he used the same point it would still have taken him 396 hours - which translates into 16.5 days of constant play. No matter how good the game is, nobody could do that without inserting a pump-action shotgun into their earhole and pulling the trigger.

Now you may think I'm writing this letter out of self pity because none of my scores have been printed, but my letter is merely a warning against High Scores becoming nothing more than scores fantasised by certain players. All the real scorers out there must feel exactly like I do when some jock stain sends in an impossible score.

Allan Brett
Nottingham.

YOB: Crumbs! The guardian of high scores has spoken! You gotta know CVG has some really mean games players and if we really think a score is a load of old tosh, that's what we'll do to it. Anyway I've stuck a bazooka in my ear loadsa times and I'm not even slightly sick of Mickey Mouse, even if he is a black-eared little wimp. That said, I'm sick to death of you.

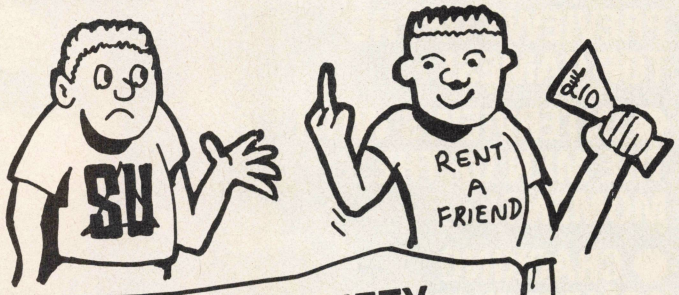
WE JUST CAN'T PLAY THE GAME!

Dearest Yob,
Having been an avid fan of CVG for several years, I thought it neccessary to air my views on a topic I feel strongly about - software piracy. Especially on ST and Amiga games, this crime is getting very common and for one simple reason: the price of original software is just far too high. I mean, you pay £300-£400 to buy a machine and then have to fork out another £25 for one measley game. Who can blame people for owning a few copied games? After all, they're cheap.
Could anyone please explain to me why 16-bit games are so expensive? How much would it cost to produce a box? 50p? The discs, 75p? The instructions, 25p? Look at the profit on one game alone, never mind 50,000. Companies like US Gold and Ocean must have profits of millions of pounds and are ripping people off. The software houses are practically forcing owners to break the law. This is not good news.
A Brownie
Aberdeen, Scotland.

YOB: You're talking through your tiny sporran. We've been through this piracy business before and all you deadheads have got to realise that piracy will only put companies out of business and restrict the amount of software generally available. As far as money is concerned, packaging is only one aspect of the cost. Do you think that games grow on axe handles? They involve many programmers and developers - all of whom have to be paid - and don't forget the shops and distributors take their cut too, plus advertising costs and film licence payments etc. It's people like you who bring down the intelligence average of gamers and give everyone a bad name, so put that in your Scotch egg and shove it.

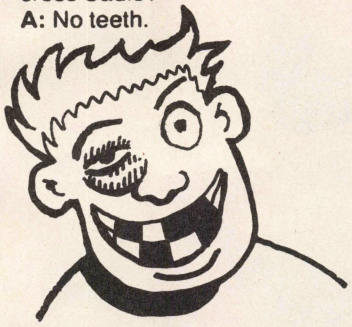
SILLY SPECCY SADNESS

Dear Yob,
Don't laugh but I'm the very proud owner of a Speccy +2 with a hell of a lot of games ranging from Punchy to Robocop 2. I'm wondering whether to sell my Spectrum and put the mony towards a 16-bit computer or stay with my old friend.
If I couldn't afford a 16-bit machine, what about buying a Console (extremely cool but the games are rather pricey on my under paid paper round wage)? Could you see into the future and see the Super Famicom coming out at an extremely low price?
By the way, if you don't print this letter it proves to the readers that you are a wimp. Sorry, couldn't resist that one. Also my friend will give me a Tenner if this gets printed, which isn't the real reason I write - I really just wanted you're super cool, hip and trendy advice.
A Spectrum Owner
Leicester.
YOB: If you actually have any friends they'd better not give you any cash, or else. If you read CVG regularly you'd know which machine you want, but obviously you don't so you won't. Oh dear.



JOLLY JOKING JAPES

Dear Yob,
First off, here are a few jokes for your lively pages:
Q: What do you get if you cross Julian Rignall with Tim Boone?
A: The winning entry for last month's Alien Storm compo.
Q: What do you get if you cross Sadie?
A: No teeth.



Also, why are Spectrum, C64 and Amstrad games never reviewed outside Byte-Size? After all, 8-bit owners would like to see 3 page features on games like Alien Storm for their computers too.
I would also like to know if the GameYob is in production yet. These are little gadgets that tell you if your letters are crap before you send them in to the magazine, therefore saving a lot of money on stamps and allowing Yob to print the good letters.
By the way - where is Richard "fashion victim" Leadbetter? Have his massive killer flares finally devoured him then? He did not appear on last month's contents page (fortunately). Finally, has anyone seen my bionic hedgetrimmer? It was last seen heading towards stonehenge on a hairy pink moped.
Danny Graham
Glasgow, Scotland
YOB: The GameYob is already in pre-production, and I have the first ever machine in my hand as I write. Not only does it play perfect clones of ZX81 games but farts in stereo every time it detects crap jokes like yours. Does anybody know how to turn the sound down? Those digitised stereo bowel movements are driving me crazy...

DEAD POET'S SOCIETY

Dear Yob,
I'm writing this funky letter,
Because I really think you should act much better.
I really don't like the way you act,
You treat people like they are a piece of crap.
Good people that have spent time and 13 pence,
To write to you and then,
You insult them and don't answer their questions,
Here's an example from a section:
A boy writes in and wants to know,
Why the STE is better than the STFM and you know,
Because you answer, "Why do you care?"
I bet he'd like to pull out your hair,
While you're hanging upside down,
Until you answer, "Because of its sound".
And while you're screaming I'd love to be there,
To see him ripping out your hair.
He'd be shouting, "You stupid prat,
I bought a Speccy 'cos I thought ST's were crap.
And all because of your stupid letter,
So I'm going to make you regret it and you'd better."
Yob, oh Yob, you'd be in a state,
There'd be no more violence, no more hate,
And especially no more cocky remarks,
Like "PS I think you're a waste of space".
You should emigrate to Australia with much haste.
Because you're acting like a lout,
Coming your way there'll soon be a clout.
Robin Loweing
Kings Lynn, Norfolk.
YOB: Yeah, you're a real Wordsworth Rob,
It's a pity that you're such a slob,
Read Mailbag each month and see,
I'm a meaner rapper than Ice-T.
Now shut up and get outta my face
PS You're a waste of space.

MATCH

— THE COUNTRY'S FASTEST-SELLING FOOTBALL MAGAZINE AND THE ONE FOR TODAY'S YOUNG FAN. GET IT EVERY WEDNESDAY!

GET SWITCHED ON TO FOOTBALL'S FASTEST GROWING FOOTBALL WEEKLY — NOW INCORPORATING GREAT VIDEO AND COMPUTER GAME REVIEWS!

- BRILLIANT POSTERS OF THE TOP STARS!
- FASCINATING PREVIEWS OF THE TOP GAMES!
- INTERVIEWS WITH THE MEN OF THE MOMENT!
- CRACKING COMPETITIONS WITH MEGA PRIZES!
- THE GAME'S NUMBER ONE RESULTS SERVICE!

PLUS YOUR CHANCE TO PLAY SUPERBOSS — THE COMPUTER-STYLE GAME WITH REAL PLAYERS!

TERMINATOR™ 2 JUDGMENT DAY

TELEPHONE CHALLENGE!

ARNOLD'S BACK AS THE TERMINATOR. THE WORLD IS AGAIN THREATENED WITH DESTRUCTION. NOW YOUR VOICE AND BATTLE ABILITY CAN DESTROY THE TERMINATOR COMPUTER CHIP PROTOTYPE. HELP SAVE MANKIND BY TAKING THE T2 CHALLENGE!

OUR GRAND PRIZE WINNER *GETS MIDWAYS FANTASTIC* ***COIN-OP ARCADE MACHINE****, A NINTENDO GAME UNIT PLUS T2 GAME CARTRIDGE.*

25 RUNNER UPS *GET THE GAME CARTRIDGE FOR NES AND GAMEBOY,* ***AND MORE****.*

HERES HOW TO PLAY!

1. DIAL **0898 345 800**

2*. LOG IN YOUR VOICE TO BECOME THE TERMINATOR.*

3*. USE YOUR VOICE TO DESTROY THE EVIL MIMETIC POLLYALLOY.*

4*. CRACK THE 3 DIGIT SECURITY CODE AT CYBERDYNE LABS.*

5*. DESTROY THE SKYNET SYSTEM COMPUTER CHIP PROTOTYPE.*

6*. SUCCESS-FULLY SAVE MANKIND BY COMPLETING THE MISSION AND QUALIFY FOR THE SWEEPSTAKES DRAWING.*

THE PHONE PROGRAM COMPANY, SHEFFIELD, S1 4FS.

Calls cost 36p per minute cheap rate and 48p per minute at all other times.
Under 18, please get permission from whoever pays the telephone bill. Closing date 31st December 1991

Terminator ©1991 Carolco Pictures. All rights reserved.

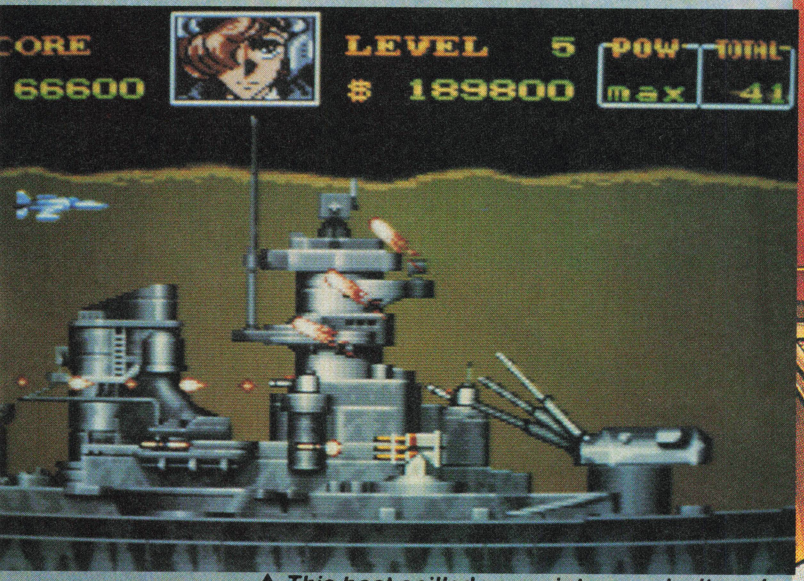
REVIEW

FAMICOM £50.00

BY CAPCOM

It all began in the small, Middle-Eastern province of Kutal. Kutal had for years been in a state of civil war, fuelled by the terrorist organisation Project 4. One-time arms dealers, Project 4's trade had been slacking off due to an unexpected outbreak of peace - and with Kutal the only country in the world still in conflict, the bad guys weren't about to let their lucrative trade slip away.

Thousands of miles away in Washington, the UN Security Council sat down to discuss the situation once more. The toughest sanctions since the 1990s had been put in place and appropriate threats were made, all to no avail. This called for drastic action. A proposal was tabled - to send in the crack UN Squadron, the most lethal rapid-reaction force available. The vote was cast, a unamimous decision returned. The three-man team were on their way to Kutal within twenty-four hours, ready to rock.

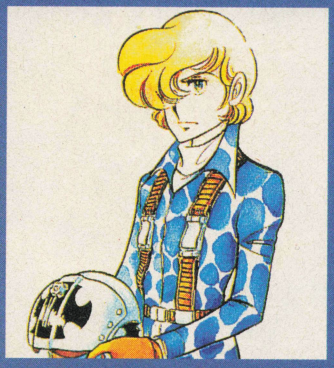


▲ *This boat spilled your pint, so make it pay!*

BRING ON THE BOYS (AND GIRL!)

These are the three members of the UN Squadron line-up, who tremble with the excitement of having YOU control them against the forces of Project 4!

MICKEY SCYMON - The Ian Botham of the force, Mickey can handle himself more than adequately both in the cockpit of a speeding Tomcat and at the controls of a great big gun!



SHIN KAZAMA - Not only does Shin have a rather unusual name, he's also a she! This gun-toting girly is a bit of an old woman when it comes to packing a pistol, but strap her into a Tiger Shark and she'll outperform the fellas every time!

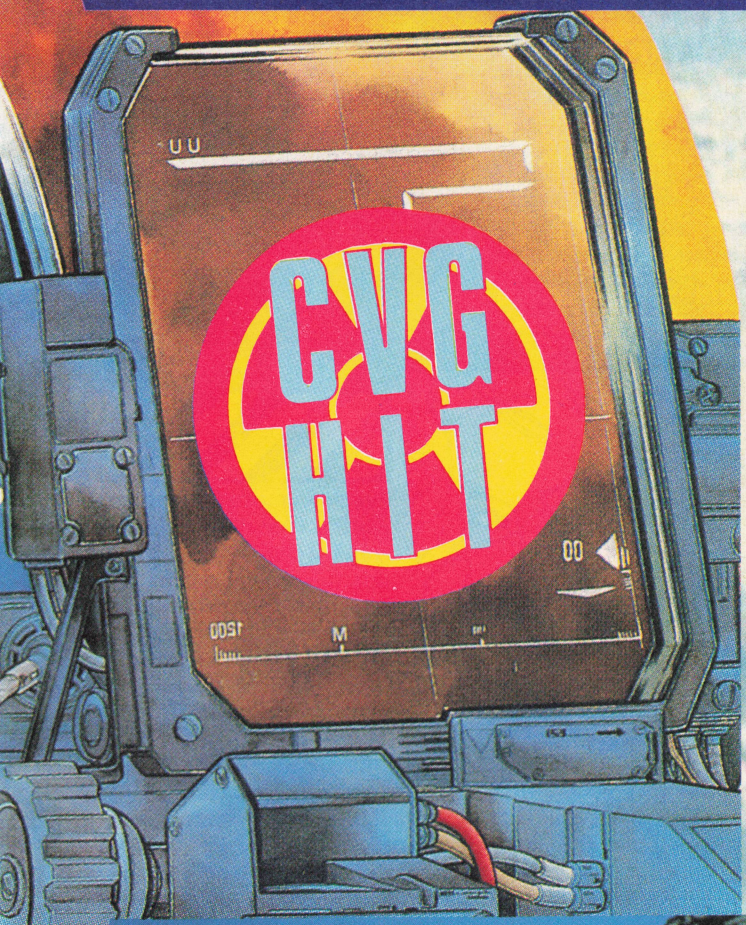
GREG GATES - Only just scraped through the UN Squadron flight exams, but Greg's forte is firepower. Weaponry is his first love and it'll come as no surprise to find that he's quite useful with a nose-mounted cannon or a clutch of guided missiles!

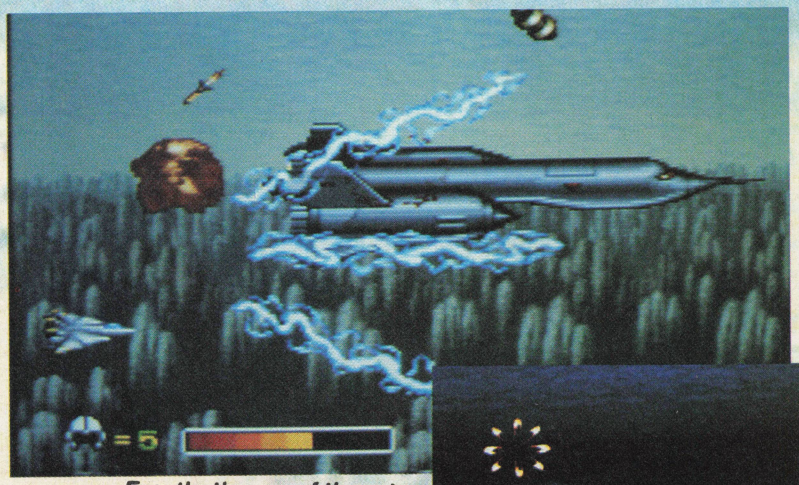
REVIEW

UN SQUADRON

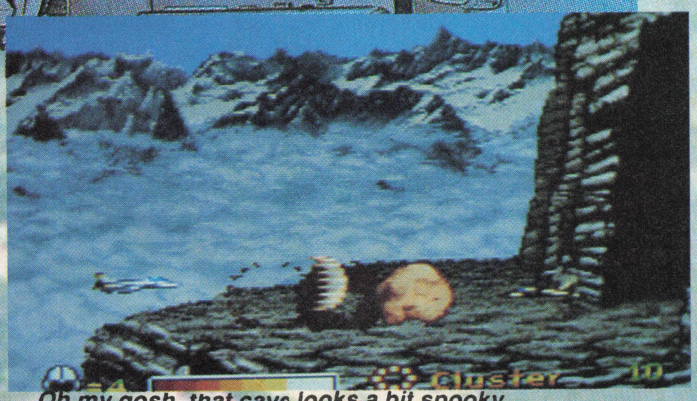
UPDATE

UN Squadron already exists on a wide variety of home computers, thanks to US Gold. They're not bad at all - but not a patch on this!

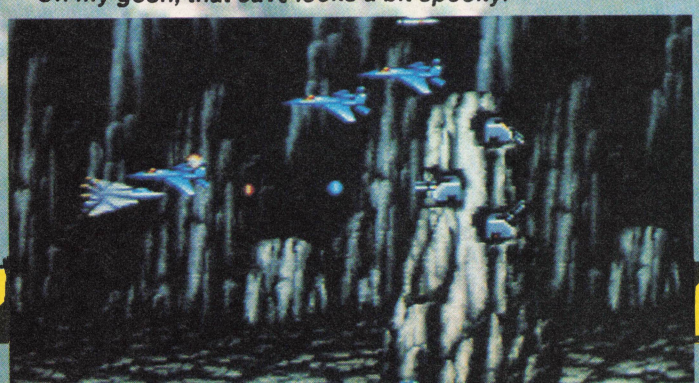




Ere, that's one of them ▶ Stealth bomber fings, innit!



Oh my gosh, that cave looks a bit spooky.



Surprisingly enough, I've never had the opportunity to play the UN Squadron coin-op, so I can't compare this Super Famicom conversion to its arcade parent. What I can tell you is that to my mind this is probably the best shoot 'em up available on the Fammy at the moment - even better than Super R-Type! Graphically no-one could fail to be impressed, especially by the incredibly detailed backdrops which left me quite simply thunderstruck. A lot of time and effort has obviously gone into making UN Squadron (or Area 88, as it's known in the Land Of The Rising Sun) as visually impressive as possible. In one sense this is a shame, because it sounds as if the programmers were a bit pushed for time to produce the music, which isn't that far removed from a Megadrive game. Fortunately, the tunes aren't off-putting in any way, and they're adequately propped up by the impressive FX. What really makes UN Squadron such a fabulous blast is that magic shoot 'em up ingredient - playability. It has tons of the stuff thoughout its three difficulty levels, misleadingly called Easy, Normal and Hard when they should be named Tough, Sweaty and No Way Matey! This game gets the definite thumbs up, and if the coin-op is anything similar stand aside while I step up for a blast...

PAUL RAND

REVIEW

UN SQUADRON

▲ *Just look at those gorgeous clouds!*

THANKS!

Thanks to Advanced Console Entertainment (071 383 0482) for the loan of the cartridge used in this review.

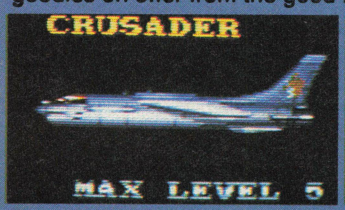
WHAT'S A UN SQUADRON?

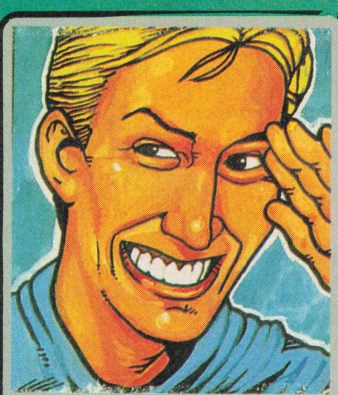
There isn't really such a force as the UN Squadron at this moment in time. The nearest there is to these guys is a UN Peacekeeping Force. After a war or some other conflict, and should the UN Security Council vote favourably, a small "army" of around 3-5,000 soldiers is gathered from various United Nations member states. They're given natty blue UN berets so as not to annoy the locals and are usually given the job of monitoring ceasefires - basically keeping opposing sides apart and unable to shoot holes in one another. So now you know!

CVG HIT

DOC McCOY'S AMAZING AIRCRAFT EMPORIUM!

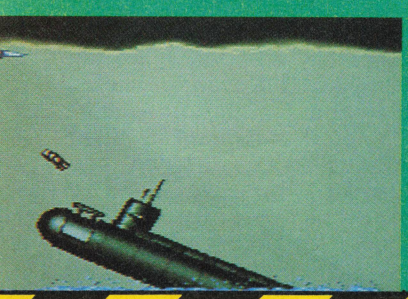
Each enemy destroyed adds cash to the Squadron's kitty. Armed with this mighty wonga you can buy new and better planes and armaments from UN weapons bod Doctor McCoy. Each aircraft has its own special features and can use only certain weapons available to the team. Here are a few of the goodies on offer from the good Doctor...

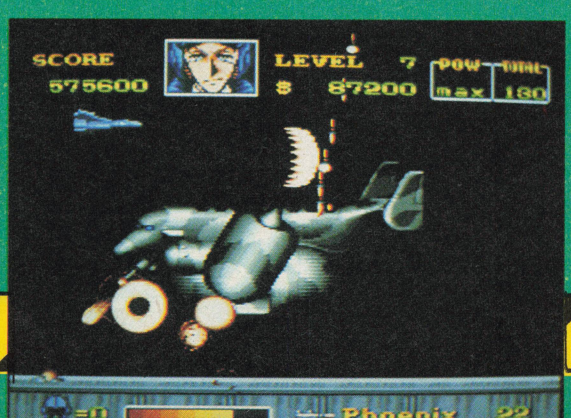




I've seen more than enough whiffy World War II sideways scrolling shoot 'em ups to know you have to be careful with this type of game. Luckily UN Squadron on the Fammy is a total hoot from start to finish (well, start to - um - quite a way in!) This game has everything a great shooter should - beautiful graphics, incredible backdrops, great explosions and - above all - five star gameplay! Everything works like a dream to present every player with a real challenge at whichever level you choose. It's true that the programmers seem to have sacrificed sound to make everything else that bit better, but you'll quickly forgive them as you wade through the on-screen mayhem and blow the bad guys back to wherever the hell they think they came from. Like Randy, I have to confess I never saw UN Squadron in the arcades - but who cares when you can play a console conversion this good in the comfort of your own home! All of a sudden, UN Squadron gives the mighty Super R-Type a serious run for your money - and if you want a game with plenty of challenge then this is the one for you!

TIM BOONE





FAMICOM

GRAPHICS	94
SOUNDS	90
PLAYABILITY	95
LASTABILITY	93
OVERALL	**94**

THE NO-HOLDS-BARRED

SMASH

GAME SHOW OF THE FUTURE

TV

COMING SOON!

Akklaim™
entertainment inc.

ocean®

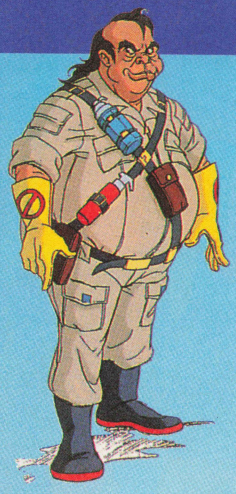
© WILLIAMS ELECTRONICS GAMES, INC

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS
TELEPHONE: 061 832 6633 . FAX: 061 834 0650

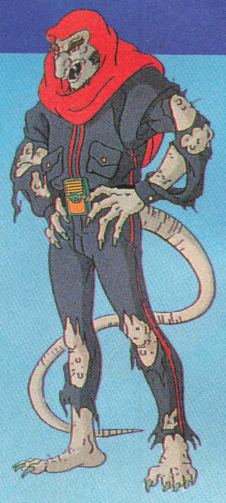
© 1990 TBS Productions, Inc. &
DIC Enterprises, Inc. All rights reserved.

CAPTAIN PLANET AND THE PLANETEERS™

The polluter and profiteer
Sly Sludge™



The degenerate and toxic
Verminous Skumm™



Oil spills. Air pollution. Endangered animals. The award-winning TV show Captain Planet & The Planeteers has turned saving the Earth's environment into the ultimate adventure.

And now, it's your turn to go up against the most dangerous enemies our environment has ever faced - Looten Plunder, Duke Nukem, Hoggish Greedly, Dr Blight and more.

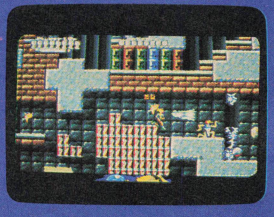
The forces of Earth, Fire, Wind, Water and Heart are yours. Put them together and become Captain Planet. Your Eco-copter is waiting.

THE POWER IS YOURS

Coming soon for your computer

Also available on video

MINDSCAPE



For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

HOTLINES

WIN A PC ENGINE!

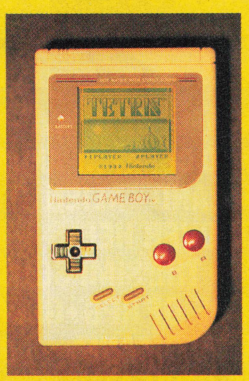
0839 500 843

Momentous mayhem crammed inside a tiny box, this ice cool little baby will make you the envy of games freaks everywhere. Rumour has it that Jeremy Beadle doesn't know what it is, but who cares? Get dialling and win one of the best consoles ever!

WIN A MEGADRIVE!

0839 500 842

Hot! Hot! Hot! Sega's beautiful little black box is just chock-a-block full to the brim with brilliance. You'd have to be Bernard Manning not to want to win one, so don't crack any crap jokes and get dialling ruddy quick!



WIN A GAMEBOY!

0839 500 844

It's super, it's small, it's utterly bloomin' brill. Join the stars of stage and screen who play the Gameboy and become and overnight celebrity with all your chums. How? Grab that there raprod and all will be revealed...

WIN A SUPER FAMICOM!

0839 500 845

So amazingly hot it ought to carry a government health warning, you'd have to be a right plonker to pass up the chance to win one! There's just one way to grab all that gaming glory - grab the phone and get dialling sharpish!

IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

CU AMIGA

SEPTEMBER 1991 £2.95
DM16 PTA 770 L11300
AN EMAP PUBLICATION

THE COMPLETE GUIDE TO THE AMIGA

WHO YA GONNA CALL?

ALL MOD COMMS – Amiga Modems explained

OUT NOW

GREMLIN'S UTOPIA
THE PERFECT GAME?

DELUXE PAINT 4
SPECIAL TUTORIAL

MAGIC POCKETS
THE BITMAPS' GET CUTE

contains VIRUS KILLER

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

WIN A VIDEO WALKMAN
HOW TO CHEAT AT ANIMATION • RODLAND • ALIEN STORM • HEAD OVER HEELS • ROBIN HOOD • THE SIMPSONS • THE FUTURE OF RPG • GENITIZER • MEGALOMANIA • LOTUS 2 • THE GODFATHER • FINAL FIGHT • 6-PAGE PD SECTION AMOS COMPILER • WORD-WORTH • WHIRLWIND SNOOKER • GAUNTLET 3 •

SHEKHANA CONSOLES

WE HAVE BEEN ESTABLISHED SINCE 1978. WE HAVE BEEN ADVERTISING IN C&VG EVERY MONTH SINCE 1984. SO FOLLOW THE LEADERS

VISA

081-340 8565

Access

NINTENDO FAMICOM

Famicom - Scart	199.99
Famicom Pal I	224.99
Famicom Scart +2 Games	274.99
Famicom Pal I + 2 Games (one our choice one yours)	299.99
Scart Lead	29.99
Audio Lead	19.99
Control Pad	9.99
Phillips 8833 MK11 Lead	19.99
Commodore 1084 Lead	19.99
J.B. King Joystick	59.99
Autofire Controler	19.99

SOFTWARE

Acturaiser	44.99
Baseball	44.99
Big run	44.99
Darius Twin	44.99
F-Zero	39.99
Final Fight	44.99
Geoman Warrior	44.99
Ghouls & Ghost - Soon	44.99
Gradius III	39.99
Pilot Wing	44.99
Populous	44.99
R-Type	44.99
Super Mario 4	44.99
UN Squadron	44.99

NINTENDO - NES

Batman	38.99
Bayou Billy	33.99
Double Dragon	33.99
Faxanadu	28.99
Gauntlet II	38.99
Iron Sword	38.99
Protector	28.99
Punchout	23.99
Rescue	23.99
Turtles	33.99
World Cup	28.99

RING FOR FURTHER TITLES

SEGA MEGADRIVE - IMPORTED VERSION

OFFER ONE

MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT + FREE GAME OF OUR CHOICE

£124.99

OFFER TWO

SEGA MEGADRIVE + PAD + PSU + ANY THREE JAPANESE GAMES UP TO THE VALUE OF £24.99 EACH

£149.99

ABOVE OFFERS ARE FOR A LIMITED PERIOD ONLY

Arcade Power Stick	34.99
Control Pad	12.99
Megadrive Convertor	9.99

SOFTWARE	JAP VERSION	USA/UK VERSION
Alex Kidd	24.99	29.99
Alien Storm	34.99	39.99
Altered Beast	24.99	34.99
Bare Knuckles	39.99	-
Batman	34.99	-
Buster Douglas Boxing	-	34.99
Curse	24.99	-
Cyberball	24.99	34.99
Darius II	34.99	-
Dynamite duke	29.99	34.99
D.J. Boy	24.99	29.99
Eswat	24.99	29.99
Fantasia	-	34.99
Gairies	29.99	-
Ghouls + Ghosts	24.99	39.99
Ghostbusters	24.99	-
Golden Axe	29.99	29.99
Gynoug	29.99	-
Hardball	-	29.99
Ice Hockey	-	36.99
John Madden	-	34.99
Ka Ge Ka	29.99	-
Legend of Riden	34.99	-
Magical Hat	29.99	
Marble Land	34.99	-
Mickey Mouse	29.99	31.99
Monaco G.Prix	29.99	31.99
Moonwalker	24.99	29.99
New Zealand Story	29.99	-
Outrun	34.99	-
PGA Golf	-	36.99
Phantasy Star III	-	59.99
Road Rash	-	36.99
Saint Sword	34.99	39.99
Sonic Hedghog	29.99	31.99
Spiderman	-	36.99
Star Cross	-	34.99
Street Smart	34.99	-
Strider	29.99	39.99
Sword of Sodan	-	29.99
Wonderboy 3	-	29.99
Wrestle Wars	34.99	-

PC ENGINE

PC Engine -Core Graff Pal I Version	139.99
Control Pad	19.99
4 - Player Adaptor	24.99
Adventure Island	34.99
Final Soldier	34.99
Jackie Chan	34.99
Legend of Tomma	34.99
Parisol Stars	49.99
PC Kid II	39.99
Power Eleven Soccer	34.99
R-Type	24.99

PC ENGINE PORTABLE GT

PC Engine Plus Free Game	249.99

ATARI LYNX

Lynxs System II	99.99
Ninja Gaiden	34.99
Warbirds	34.99
Pacland	34.99
APB	34.99

RING FOR FURTHER TITLES

NINTENDO GAMEBOY

Gameboy + Batt+ Headphones Plus Free Protector	59.99
Gameboy + Batt+ Headphones Plus Any Game You Like Plus Gameboy Protector	79.99
2 - Player Cable	9.99
AC/DC Power Supply	12.99
Battery Recharger Pack	26.99
Gameboy Protector	9.99
Case boy (Hard)	12.99
Nexoft Carry Case	14.99
Large Carry All Case	19.99
Light Boy (Mag + Light)	24.99
Tote Hard Case	14.99

Baseball, Batman, Battle Bull, Bill and Ted, Bubble Bobble, Castlevania, Chase HQ, Dead Heat Scramble, Double Dragon, Dragons Lair, Duck Tales, F1 Racer + Adap[tor, Gremlins 2, Hal Wrestling, In Your Face, Kung Fu Master, Lock N Chase, Mickey Mouse, Motorcross Maniacs, Nemisis, Ninja Boy, Operation Contra, Paperboy, Princes Blobette, Rader Mission, Robocop, R-Type, Sneaky Sankes, Turtles, World Bowling, WWF Wrestling

ALL ABOVE HAVE ENGLISH INSTRUCTION.

ALL £24.99 EACH

ANY 2 FOR £45.00,

ANY 3 FOR £65.00

SEGA GAMEGEAR

GAMEGEAR ADAPTOR AVAILABLE NOW LETS YOU RUN MASTER SYSTEM GAMES ON YOUR GAMEGEAR

£29.99

Gamegear System Plus Free Protector worth £12.99	99.99
Gamegear + Any Game	119.99
AC/DC Power Supply	9.99
Battery Pack	44.99
G.Gear Protector	12.99
2 - Player Cable	14.99
G.G Carry Case	12.99

Baseball	24.99	Outrun	24.99
Chase HQ	24.99	Pacman	24.99
Columns	19.99	Pop Breaker	24.99
Dragon Crystal	24.99	Psychic Golf	19.99
Fantasy Star	24.99	Putter golf	19.99
Golf	24.99	Rastan Saga	24.99
G-Loc	24.99	Shinobi	24.99
Mickey Mouse	24.99	Wonder Boy	24.99
Monaco G. prix	19.99		

RETAIL STORE

2 GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN N22 OAA
(CORNER OF GLADSTONE AVE.)
TEL: 081 889 9412
FAX: 081 889 9413

ABOVE PRICES ARE MAIL ORDER ONLY

MAIL ORDER
CHQ/P.O.TO:
SCS, (CVG), 655 GREEN LANES, LONDON N8 0QY
TEL: 081 340 8565

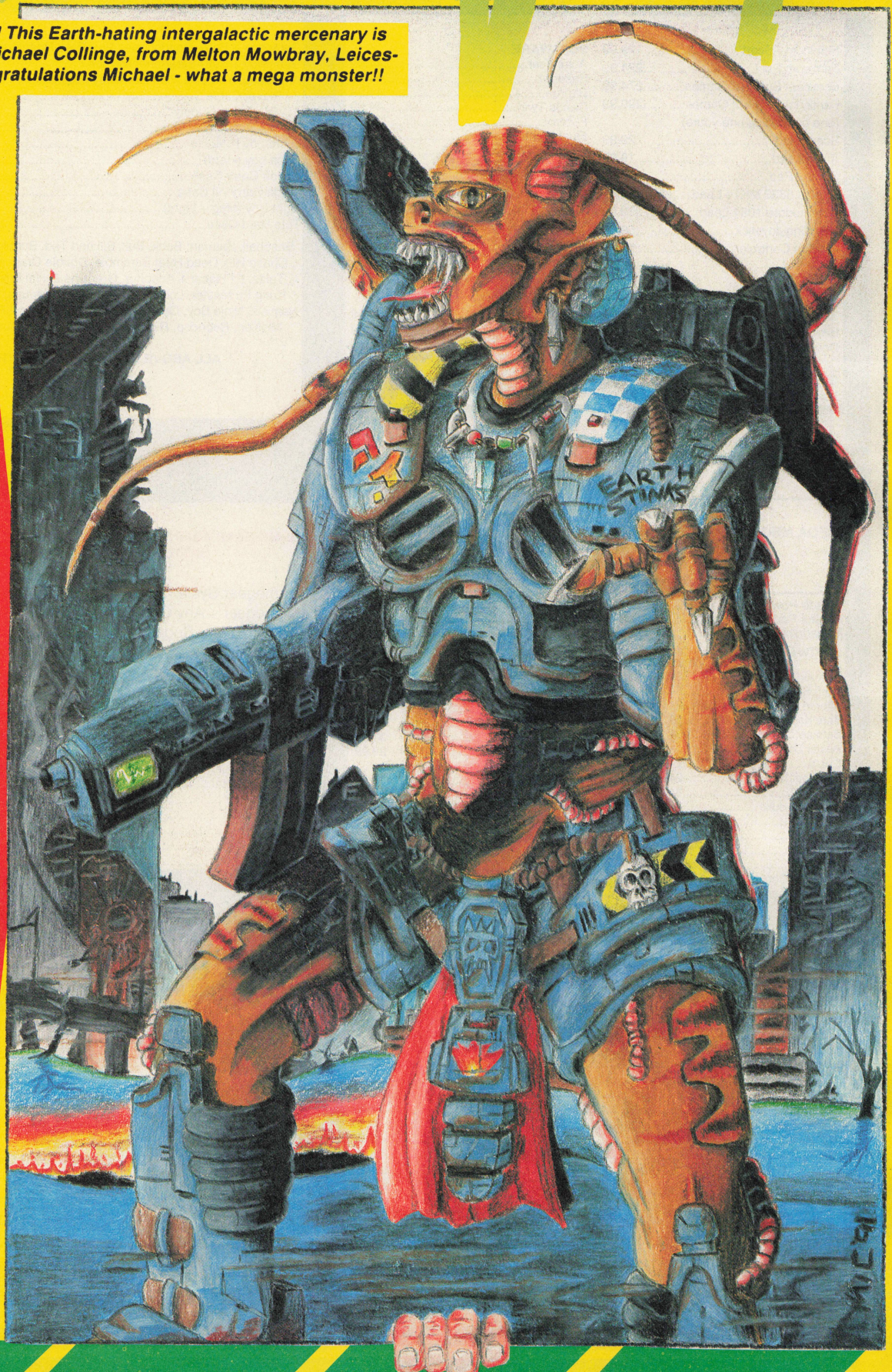
P&P ADD 75P FOR SOFTWARE £5 FOR MACHINES.

LICENCED CREDIT BROKERS.
TRADE ENQUIRIES WELCOME
ALL PRICES SUBJECT TO CHANGE WITHOUT PRIOR NOTICE, E&OE.

ALIEN STO

THE WINNER

THE WINNER! This Earth-hating intergalactic mercenary is the work of Michael Collinge, from Melton Mowbray, Leicestershire. Congratulations Michael - what a mega monster!!



RM COMPO RESULTS!

AAAARGH! Here they are - the best of the bunch in our amazing US Gold Monster Giveaway competition. Don't these 'orrible aliens just scare you silly?

Sackfuls of your entries flooded into the office, and we had a wacky and wonderful time sifting through them all with help from those wonderful US Gold gamesters, sponsoring the compo to celebrate their conversions of Alien Storm.

Winner by unanimous decision was **Michael Collinge**, from Melton Mowbray in Leicestershire, who walks away with a Sony Video Walkman worth an incredible eight hundred quid! Lucky old him, eh?

The runners-up printed here each win an amazing new CVG T-shirt. We may also decide to print a few more here and there in the near future - so keep 'em peeled for your monstrous masterpiece!

BLIMEY! Ben Stevens, from Addiscombe, Croydon, is the brains behind this spine tinglingly terrific alien warrior.

CRUMBS! A Roberts is the artist behind this hilarious horror. Send us your address, A, so that we can send on your prize!

RUNNERS UP

REVIEW

MEGADRIVE £34.99

BY SEGA

Bam! Pow! Kerblamm! It's death dealin' time again! Just when you thought that Final Fight on the Famicom had the genre sewn up, along comes a Megadrive beat 'em up to knock its block off! Streets of Rage bears more than a passing resemblance to Final Fight. It's a horizontally scrolling Kung Fu riot featuring a totally brill two player mode.

Mr Big, the rather large Mafioso boss, has taken over the town. You and one of your two pals have to find the big bellied crime creep kick his royal fatness all over the town. Each one of you (two guys and a gal) has a wide range of martial arts moves at your disposal. There are special secret moves and possibly the most outrageous smart bomb the world has ever seen.

The goons come in all shapes and sizes and it's up to you and your hombres to deal with them. Use your feet, fists or any of the weapons the bad guys drop (including a canister of CS gas) to dish out the destruction. Strangely enough, there's nobody to rescue - no damsel in distress and no kidnapped children. Just punches, slaps, kicks and serious fighting. Cool!

▼ Kerblamm! Blaze calls up some fiery help from the local... cops

I almost wet myself and called the police when we first plugged in the Streets of Rage cart. The game starts up with a stupendous opening sequence and a great house remix of some fabulous oriental music. From here on, things just get better and better. The startup screen allows you to choose from three characters, two guys and a girl. Two of these can play simultaneously and help each other through the battle ahead. On the flipside, you can brawl with your friends if they get in your way - or even if they don't! The graphics are gorgeous, the sprites beautifully animated and full of life. The backdrops on certain sections are almost photographic in quality and portray a city full of disease, squalor and Ninja death squads. If fast, mindless, pointless violence is your cup of tea, then get hold of Streets of Rage and have those Famicom owners wishing they'd never upgraded. Here's the game that actually makes the Fami look a bit feeble - and that's saying something!

FRANK O'CONNOR

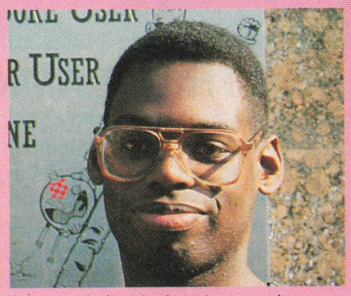
Acrobatic kung-fu antics as you unleash a backbreaking ▲move

STREETS OF RAGE

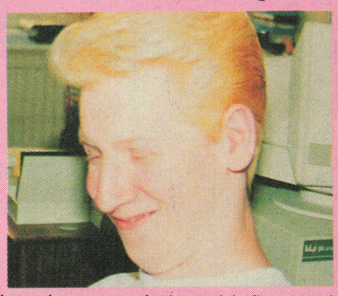
OK smartypants, you noticed that Streets Of Rage has a different title on this Japanese version ▼

CHOOSE YOUR HERO!

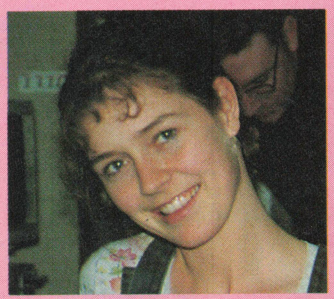
Here's a quick lowdown on the fighters at your disposal as you take on the mighty Mister Big and his well 'ard deputies of doom. Each fighter has his or her own special skills, and you'll soon choose a favourite with which to kick some butt...



ADAM: This is one cool dude. His speciality is boxing and very good he is at it too! He prefers to hit the goons with a flying drop kick though, has a nice line in surprise back kicks and looks quite a bit like Mean Machines hero Oz Browne. Amazing!



AXEL: A world class martial artist whose tactic is to hit first and ask questions later. He may look a bit soft, but the boy is fast. He also looks suspiciously like CVG street urchin Paul Rand. Incredible!



BLAZE: Blaze is not only gorgeous, she's also a judo expert and likes nothing better than grappling with sweaty men in the rougher parts of town. Blaze is more than a match for most of the crims in the city, and looks surprisingly like CVG designer Yvette Nicholls. Stupendous!

STREETS OF RAGE

▼ Blaze kicks ass

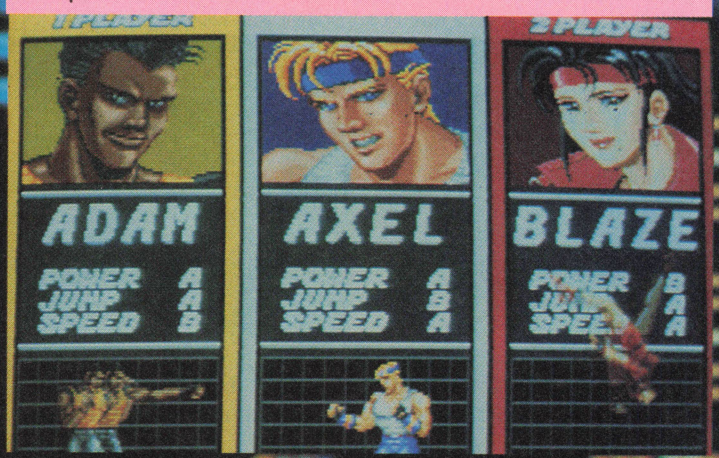
CVG HIT

ROGUES GALLERY

There are lots of very shady characters in the city, so you should be careful who you talk to. Some of the guys you'll encounter are just plain old sluggers who try to bop you one on the head. Others will carry weapons and be more than a match for you in terms of strength and speed. The end of level baddies are the real problem though, and these guys come in all shapes and sizes. Teamwork is essential at this point and helping your mate out of a bad situation makes you feel all warm and gooey inside.

THE THREE AMIGOS!

There are three heroes to choose from in Streets of Rage, each with their own special abilities. You have to decide which combination of speed, strength and agility suits your style of play. Axel, for example, is fast but not as strong as Adam. It is possible to link arms and use each other's bodies as weapons, but doing this in the heat of the action is tricky to say the least. If you don't get on with your teammates, you can turn the game into a grudge match, beating up your friends and competing for weapons and bonuses.



▲ Take your pick of the hardest dudes in the city

Hah! Two free lives, yours for the taking! ▼

The first time I saw this I almost wet Frank's trousers too. The Megadrive has been screaming for a truly brilliant beat 'em up for years - and now Streets Of Rage knocks the competition into a cocked hat! Beautifully presented, the game smacks of quality from the moment you slap in the cart and prepare to slap heads. The gameplay is totally wicked. Each fighter has his or her own characteristics, but you'll soon choose a favourite with which to kick ass. Graphically excellent, the backdrops are something else again. With gusts of wind blowing dead leaves across the road and posters fluttering in the breeze, you really do get the feel you're fighting in Sleeze City. But for me the thing which really makes the game is the sheer number of moves at your fighter's disposal, especially when fighting with a chum. Watch those bad guys count the spinning stars as you dust them down with a flying kick after using your buddy as a human trampolene! Buy this and soak your pants - it's that good!

TIM BOONE

MEGADRIVE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	94
LASTABILITY	91
OVERALL	**93**

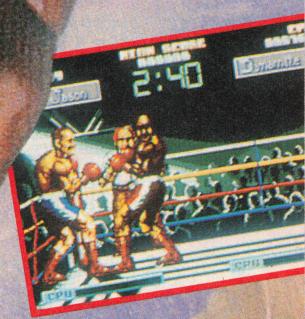
STORM

SALES CURVE

JAW BREAKING ACTION!

FINAL BLOW

Fight 10 hardened contenders each with a shot at fame and fortune, but only one can become Heavyweight Champion. Protect yourself from jaw-breaking punches or you'll end up dumped on the canvas and back in the gutter. Duck, weave, box clever, destroy or be destroyed in this bruising 1 or 2 player eliminator.



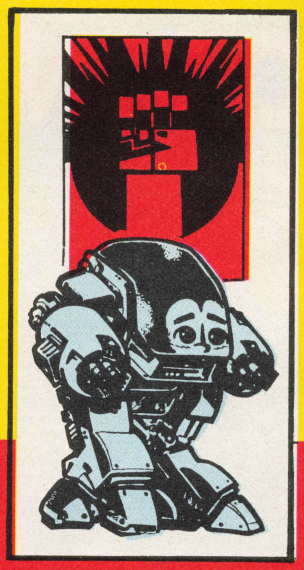
Screen shots from Amiga version.

Amiga, Atari ST - £25.99

CBM 64 Cassette & Disk £11.99 & £15.99

©Taito Corp., 1991. All rights reserved.
Programmed by The Sales Curve Ltd.

The Sales Curve Ltd,
50 Lombard Road. London,
SW11 3SU. Tel: (071) 585 3308.



MEAN MACHINES

WOWZER! YOWZER!

THE NEXT ISSUE OF MEAN MACHINES IS GOING TO BE SO SEXY YOU'LL WANT TO THROW YOUR CLOTHES OFF AND FONDLE IT IN THE SHOP!

THERE'S AN EXCLUSIVE REVIEW OF

SUPER MARIO BROS 3!

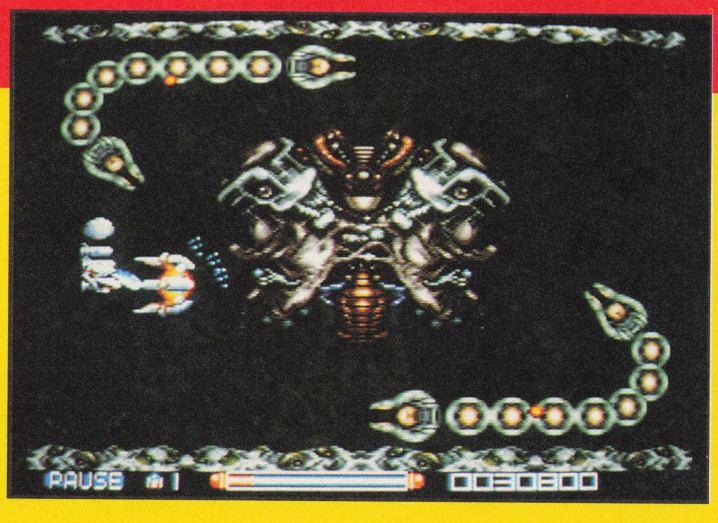
PLUS REVIEWS OF ALL THE OTHER HOTTEST GAMES ON:

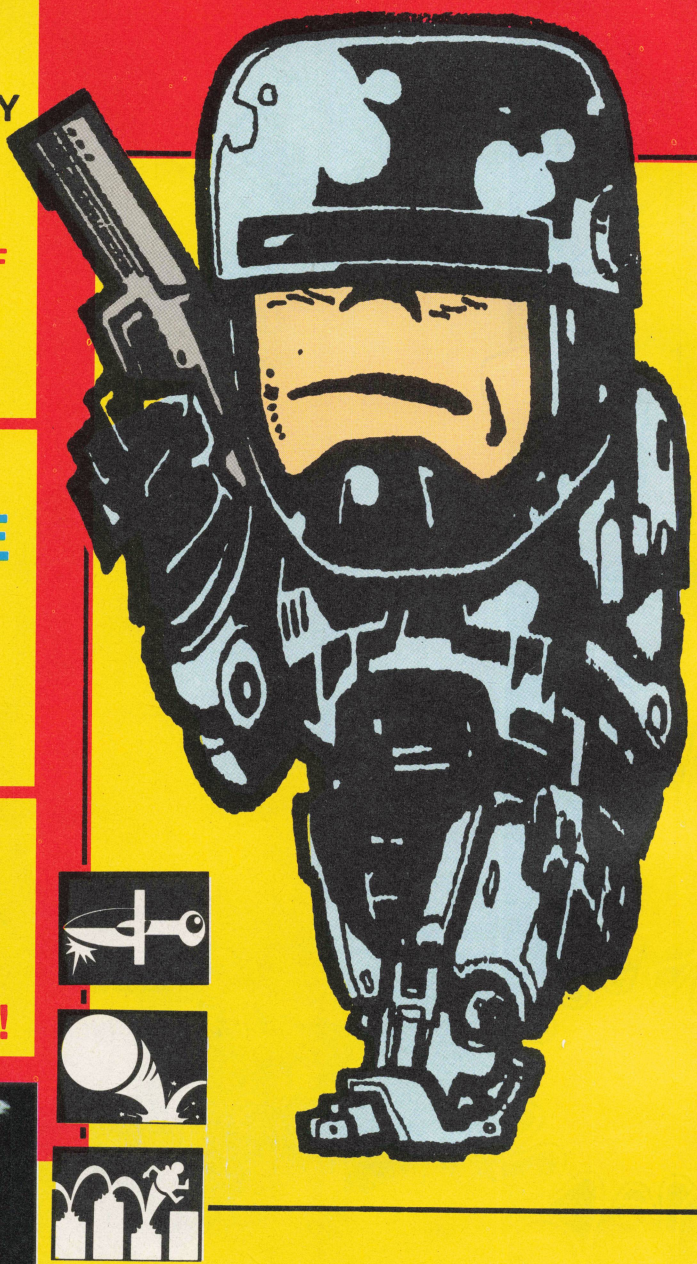
MEGA

MEGADRIVE
NINTENDO
GAMEBOY
AND SEGA

PLUS THERE'S

10 PAGES OF TIPS!
THE HOTTEST NEWS!
THE GREATEST PREVIEWS!
AND A WHOLE LOAD MORE!





MEAN MACHINES IS THE FINEST SEGA/NINTENDO MAG IN THE UNIVERSE. IT'S OUT ON THE 27TH. SO TIE YOUR INCONTINENCE UNDERPANTS TIGHT AND GRAB £1.75 AND SIT OUTSIDE YOUR NEWSAGENT UNTIL IT ARRIVES...

DEUTEROS

Actual 16 Bit Screens

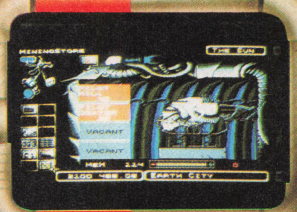
THE NEXT MILLENIUM

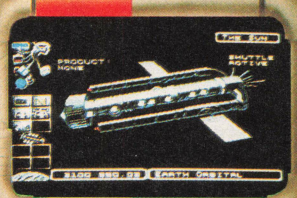
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

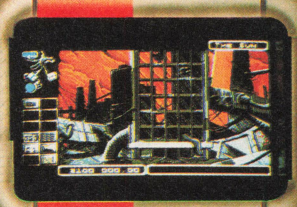
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.





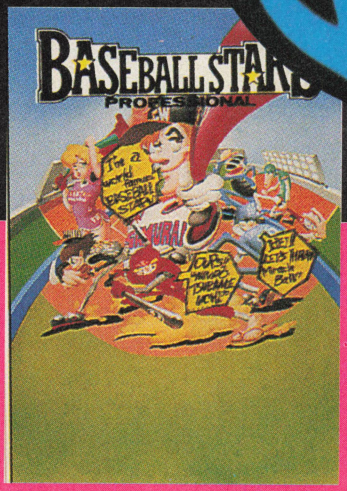


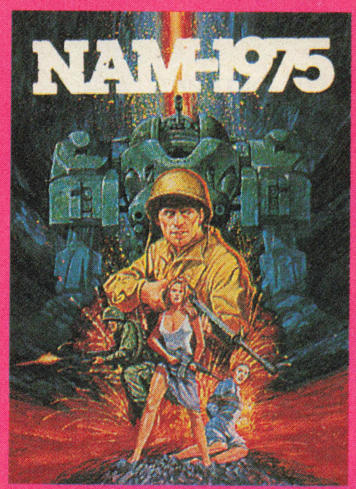
Available in August on Amiga & Atari ST

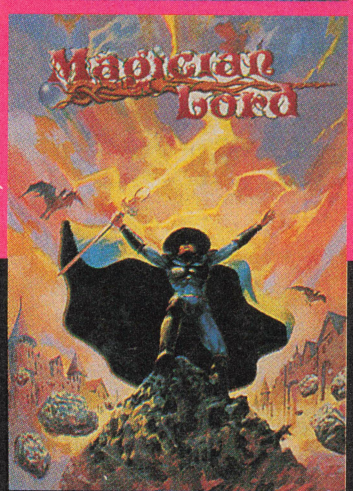
ACTIVISION

Copyright © 1991 IAN BIRD

NEO GEO







ネオジオ・ホビーロケット・ほか発売

It's got to be the swankiest home console money can buy - boasting full-blown arcade experiences to enjoy at home. Virtually an arcade in your front room, the Neo Geo is still the Rolls Royce of console gaming.

So why isn't everybody blowing six bells out of the bad guys on this little black box full of wonders? Simple - up until now the machine and its games cost a bloody bomb!

With a price tag of around £500 for the console and a whacking great £200 each cartridge for the games, the Neo Geo remained one of those machines everybody drooled over but nobody played outside the arcades.

Now Console Concepts have slashed back the price of the Geo to a much more reasonable £290, with power supply and nifty joystick thrown in. They've also been able to hack back the price of the games to £120 for new releases and a damned reasonable £80 for the old arcade classics including the likes of Nam 75, Magician Lord and Baseball Stars.

The lads at CVG decided to take a closer look at SNK's expensive little superstar, and review the latest games now available for the machine. Take it away, boys...

INSIDE THE AMAZING BIG BOX OF TRICKS

So what makes the Neo Geo such a wonderful machine - even if it does cost the earth? First off, the machine's designed to handle a stunning 330 megs of information using two processors - a 16-bit 68000 and 8-bit Z80A. The machine can shift at a fair old pace, delivering super-smooth graphics and capable of displaying 4096 colours on-screen at the same time!

The machine can also handle up to 380 sprites (and that's a LOT of alien scumbags to blow away), and features 15 channels of sound!

The Neo Geo is a slick black console, and really looks the part - you can almost feel the power hidden inside the machine. The joysticks are almost as big as machine, but surprisingly easy to use once you balance it in your lap and wiggle away. The buttons take a fair bit of hammering, too - surviving days of thumping from the CVG crew putting the boot in on the brill King Of The Monsters.

One very nice feature of the machine is the memory card - which allows you to store the high scores and position you racked up at home to drop those jaws when you slot it into your local arcade's machine and play away on level six billion! The size of a credit card, you can store up to 27 seperate games positions on one of these little babies. Now that's sexy...

So what's the verdict?

The upshot of all this is that the Neo Geo is one helluva games machine and a wonderful piece of kit to own. Head to head with the Famicom, it definitely comes out on top in terms of sheer power. But even with the recent price drop, the Neo Geo is just too far out of most people's price range to make it really worthwhile.

Our review machine and cartridges come courtesy of Console Concepts (0782 712759). If you think you're ready for the super league of gaming and want to join the exclusive Neo Geo owners' club, give them a call for all the info.

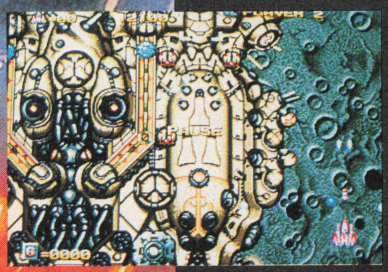
ALPHA MISSION II

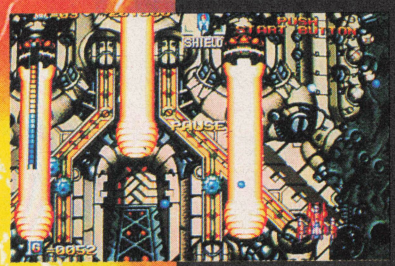
£120

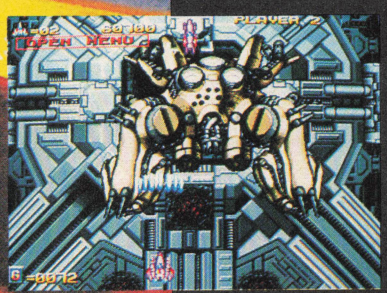
BY SNK

NEO GEO

ASO II LAST GUARDIAN™







Considering the Neo Geo is simply a coin-op in a smaller box, it's only fair to expect software of arcade quality, especially at the prices that are charged. With Alpha Mission II, that's exactly what you're given - a hard and fast blaster full to the brim with extra weaponry and lethal enemies, all picked out in gorgeous detail. Not only are the graphics of high quality, the sound and music are completely mindblowing, consisting mainly of raucous guitar tracks which give the player the impression of listening to a heavy metal cassette whilst the killing ensues. This really is one tough game and, what makes it even more worthwhile, you aren't given infinite continues - so you're going to need to be really hot if you want to get to the finish even on Easy level! The prices for Neo Geo games are huge, but if you're fortunate enough to be able to afford a cartridge this year, go for Alpha Mission II.

PAUL RAND

TEN years ago the SYD super jet plane kicked ten bells out of a massive alien invasion force in the original Alpha Mission and, since that time, everything in the garden had been rosy. But now in the year 2525, the baddies suitably re-armed, they're making another bid for domination of space. Time for the Legendary Hero to come out of retirement, power up the dreaded Armoured Scam Object and take to the stars once more.
One or two fighters can take on the outer-space onslaught, each player capable of increasing his firepower by shooting pods and collecting the weaponry released. Not only that, there's the chance to pick up super-bolt-ons which offer devastating weapons for a limited amount of time.

60 MEGA

NEO GEO

GRAPHICS	90
SOUNDS	91
PLAYABILITY	85
LASTABILITY	85
OVERALL	88

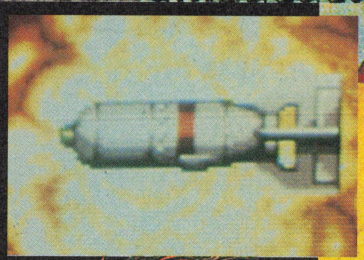
GHOST PILOTS

£120
BY SNK

PIP pip! Chocks away Ginger! Tally ho and all that tosh. It's time to get on your special flying trousers and take to the skies in this WW2 air combat drama. It takes the form of a vertically scrolling shoot 'em up, with lots of extra weapons and end of level baddies.

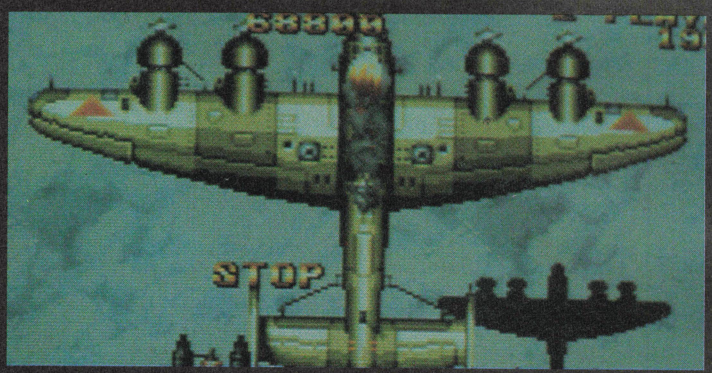
The game follows much in the mould of every other vertical shooter from Xevious onwards. Bearing an almost uncanny resemblance to Taito's arcade smash Flying Shark, you have to guide a rather groovy boat-plane through a veritable storm of missiles and bullets. The enemy pile in, mostly from above, but the occasional sneaky fighter creeps in from the back. There isn't really all that much in the way of spanky power ups, but you can enhance the bog-standard machine gun and boost your firepower.

End of level baddies are to be quite honest, complete sissies. They bimble onto the screen with the grace and poise of a tap dancing slug on valium. A couple of shots and a smart bomb and off they shuffle to the great end of level in the sky.



Ooh er, there you are, 120 big ones clutched in your sweaty fist. You hand it over and recieve in return a cartridge the size of a hardback novel. Get it home, plug it into your Neo Geo and what have you got? An average vertically scrolling shoot 'em up with average graphics and reasonable sound. This in itself wouldn't be much of a disaster, but after paying 120 quid, you expect that much worth of entertainment. That's something you just don't get from Ghost Pilots. It has nothing new to offer and in some ways, is a step backwards for the genre. There are tons of better vertical shooters around and for the price of the cartridge alone, you could buy yourself a PC Engine and a copy of Gunhed. The game has no saving graces - it's so completely mediocre, you'll wonder if the programmers knew the machine was a powerful 16 bit monster when they blatantly copied Flying Shark. An expensive excercise in poor design and dodgy programming which, frankly, sucks.

FRANK O'CONNOR



55 MEGA

NEO GEO

GRAPHICS	76
SOUNDS	68
PLAYABILITY	70
LASTABILITY	69
OVERALL	68

KING OF THE MONSTERS £120 BY SNK

NEO GEO

CVG HIT

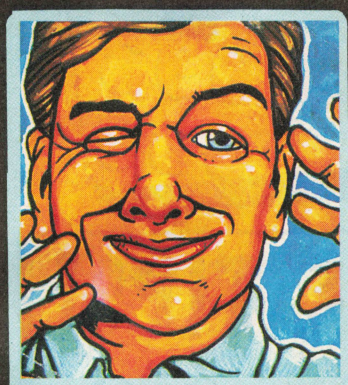
Run for cover! The Monsters are coming! Whoops, there goes a tower block! Oh dear, one of them's just trodden on a liner! Watch that bridge - one of them's just walked into it...

Yes, folks - here's your chance to be a monster, lay waste to entire cities and beat up other monstrous muthas at the same time!

It's 1996, the ozone layer is no more and the whole world has gone totally bonkers. Huge monsters suddenly appear from nowhere, and as soon as they meet each other they just have to fight to the finish.

Cities are laid waste by these ferocious foes as they stomp across skyscrapers, trash entire streets with one kick and pick up ocean liners and trains to throw at each other! Each monstrous fighter has individual skills and talents, and learning all about them is half the fun.

Battling through cities across Japan, these heavyweight hulks care only for one thing - beating the crap out of each other. Is there any chance for humanity? No way!



This game has gone down a riot in the CVG office. It's a beat 'em up to the max, so full of laffs and surprises you just have to keep coming back for more. With six mega monsters to choose from - Geon the Godzilla is my favourite - you'll quickly learn to use different tricks and tactics against your foes. Play against the computer and the game's a great laff. Take on a chum and it becomes a hilarious free-for-all as you lumber around the screen kicking the ass off each other. The graphics are nothing short of superb, with a real Japanese B-movie flavour backed up by the tacky sound. With bonus points on offer for buidlings, streets, ships and planes trashed in the process there's always something new to see, and it'll take quite a while before you tire of this. If I'd first met this game in the arcades I'd be a lot poorer now. Thank Neo it's on the Geo. Hurrah!

TIM BOONE

50 MEGA

NEO GEO

GRAPHICS	91
SOUNDS	89
PLAYABILITY	92
LASTABILITY	92
OVERALL	**91**

WIN WIN WIN

Win a SUPER FAMICOM!

Get Your Hands On This Amazing Console And Enjoy The Most Dynamic Games!

We'll Also Throw In A Copy Of Super Mario World FREE!

Call 0839 99 33 32 Now!

- WIN -

The Top 10 SEGA MEGADRIVE & NINTENDO N.E.S. GAMES!

0839 99 33 35

- WIN -

SEGA MEGA DRIVE

0839 99 33 36

- WIN -

LE MANS 24hr SCALEXTRIC

0839 99 33 37

Win an ATARI LYNX!

The Complete Portable Full Colour Entertainment System That's Driving Everyone Crazy!

PLUS FIVE FREE GAMES!

Call 0839 99 33 38 Now!

WIN!

Bart Simpson!

0839 993 333

THE BEST CHEATS, HINTS & TIPS!

FREE

Club Membership For All Callers.
+ Fantastic Prizes For Your Cheats!

Call now for the largest selection of cheats and hints in the U.K.

(Commodore/Spectrum, etc.) -	8 bit.	0898 330 901
(Atari ST/Amiga, etc.) -	16 bit	0898 330 902
(Sega Megadrive & Master System etc.) -	Consoles	0898 330 903

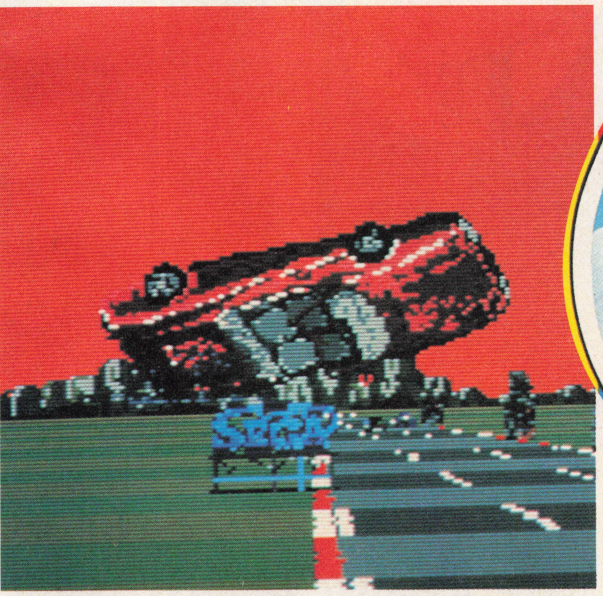
I.V.Ltd. PO Box 1650, B1 1AA. Calls cost 36p/min cheap, 48p/min other times. PLEASE ASK YOUR PARENTS BEFORE YOU CALL

CVG BOY RACERS

Welcome to the great CVG boy racer's pull-lout guide to the hottest racing games around! Over the next fabulous four pages we'll be giving you the full low-down on some of the big burn-ups coming your way soon.

So belt up and strap in for some high speed thrills and spills as CVG boy racer FRANK O'CONNOR takes a close look at some of the goodies you'll all be playing pretty darned soon.

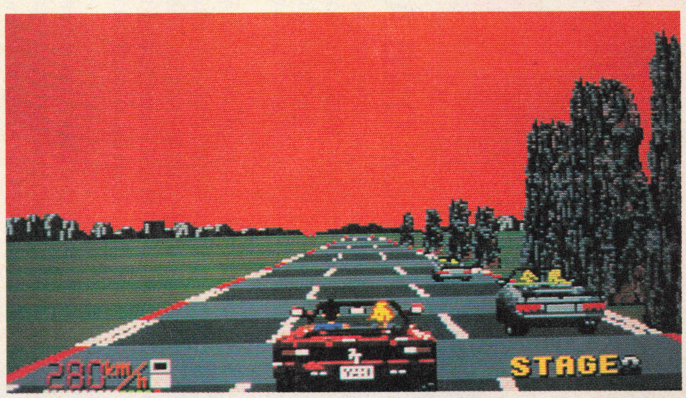
With the red-hot Lotus II, Formula One Grand Priz and Megadrive Outrun among these fast-lane goodies, here's the hottest guide to the biggest racers around.
Take it away, Frankie!



OUT RUN HITS THE MEGADRIVE

Out Run. The game that spawned a thousand sequels (well, nearly) has finally appeared on the Sega Megadrive. Is it any good? Well it certainly looks the part, with the graphics being almost identical to the arcade version. Tunes too, are brilliantly well catered for, with all the original soundtracks and one new track.

The main problem with the game is the ease of play. Everyone who's had a go has completed it first time, even on the hardest setting. There are a couple of weird points, like the fact that some of the tracks come in the wrong order and the slightly iffy background switching. Great for younger players, but veterans should look elsewhere for driving thrills.



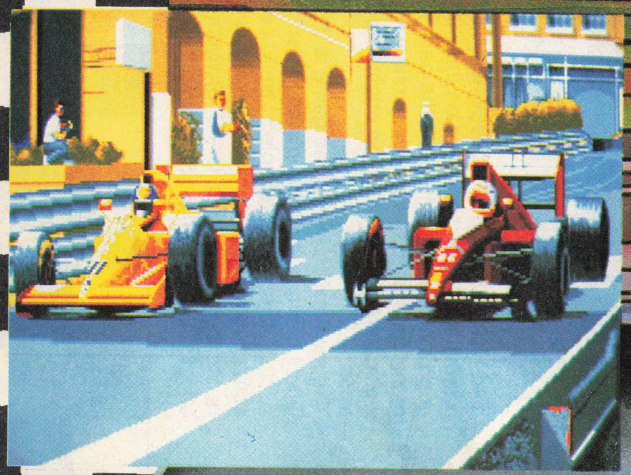
CVG BOY RACERS

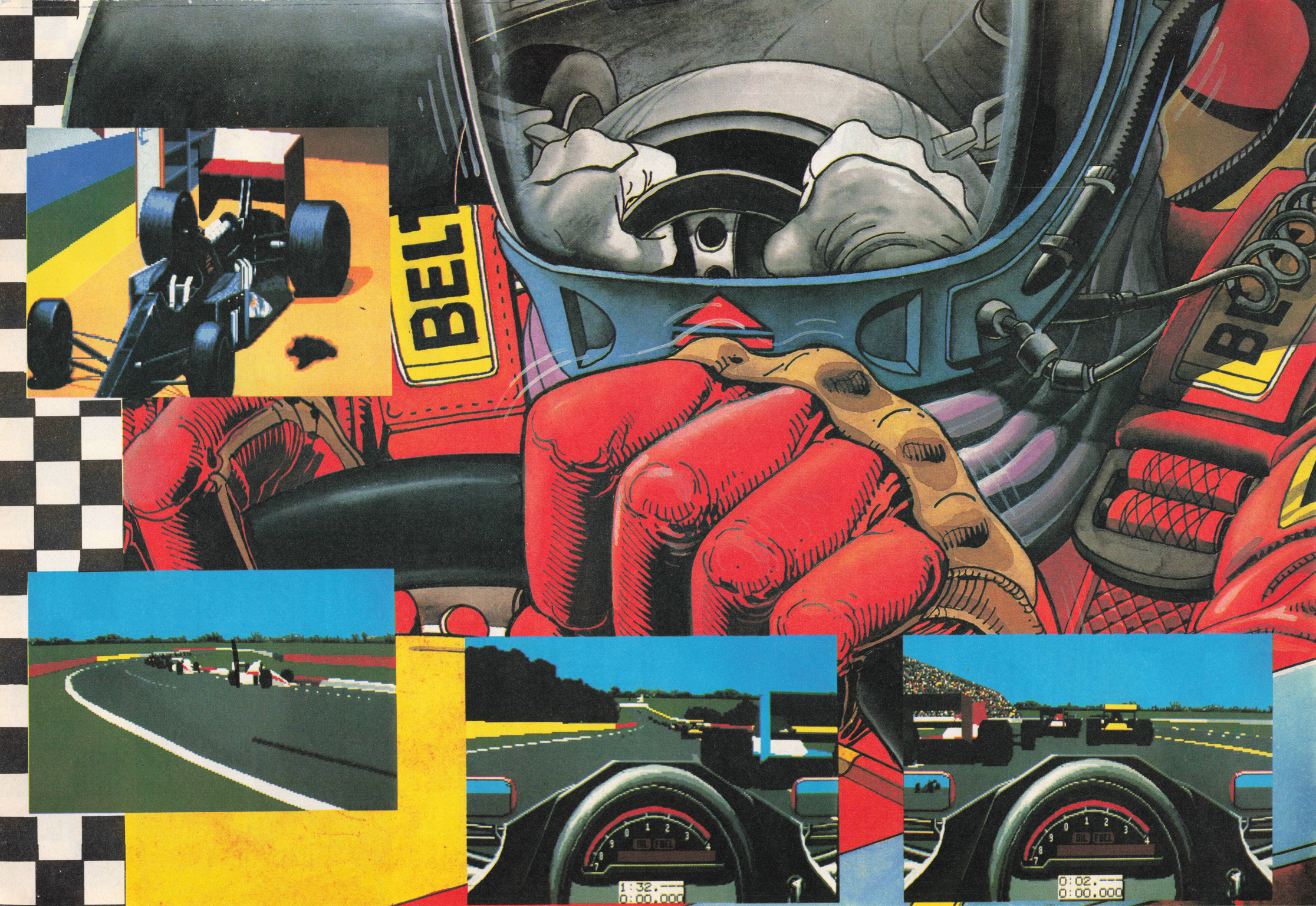
FORMULA ONE ACTION

Microprose are about to launch one of the most impressive looking racing sims ever seen on a home micro. The game, Formula One Grand Prix, is being developed by Stunt Car Racer wizard Geoff Crammond and features plenty of tracks, loads of polygons and dreamy gameplay.

We've seen a pre-production version and it looks superb. The car handles brilliantly and with seven gears including reverse, it'll take some getting used to. The most impressive aspect of the gameplay is the sheer speed at which things move. The other racers speed by, sometimes crashing with spectacular results.

Apparently all the tracks have been reproduced as faithfully as possible to their real life counterparts. These tracks include all the famous ones, like Brands Hatch, Monaco and Le Mans. The realistic movements of both the cars and the track are a joy to behold and the game features some fairly jaw-dropping graphic routines. If it shapes up well, Formula One Grand Prix could be the game to steal the crown from Indy 500. Available soon on PCs, Amigas and STs everywhere.




BEL
BEL
OIL FUEL
1:32.---
0:00.000
OIL FUEL
0:02.---
0:00.000

CVG BOY RACERS

LOTUS II THRILLS 'N' SPILLS!!

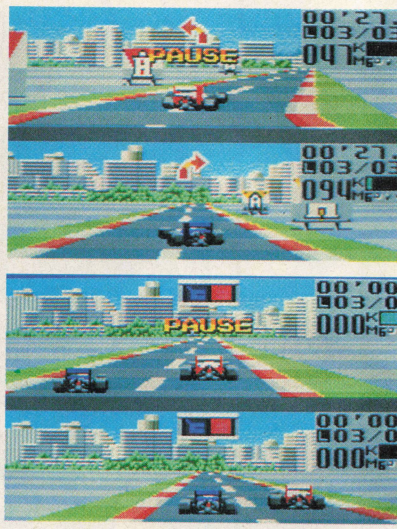
YAHOO! The sequel to last year's best racing game - the incredible Lotus Turbo Esprit Challenge - is almost here! Gremlin's smash hit scooped lots of awards last year and they're looking to repeat that success with a bigger, better, faster sequel. The game features the same split screen mode used in the first game, but with an option for single players to use the whole screen. Eight stages full of surprises and dangerously hostile weather conditions mean that Lotus 2 has a lot more to offer than its predecessor.

Most important of all is the fact that up to four players can race with a couple of linked Amigas, a feature normally found in expensive flight sims. Loook out for it on an ST or Amiga near you soon. Tim and Jaz have already played an early version of Lotus II and reckon it's looking pretty darned brill. Stay tuned for more info!

THE FASTEST FLOP

Fastest 1 is another Megadrive split screen racing romp-o-rama, this time with slightly more sophisticated Formula 1 racing cars. This one to be perfectly honest looks a bit on the dreadful side. The graphics look like fairly poor Master System efforts and the car handles like its being pushed through a vat of mushy peas.

The split screen mode offers some attraction, but in the end only serves to double the horrifyingly sluggish gameplay. Don't invite your mates round and inflict this one on them or you might end up a sad, lonely friendless person.



MEGATRAX SPLIT SCREEN MALARKEY!

Anyone out there played Namco's spanky coin-op Four Trax? It features those all terrain four wheeled motor bike thingies and a lot of mud. Well, you can now enjoy hot mud soaked action on your Megadrive in the form of Megatrax - a slightly altered version of the arcade machine.

You can race a friend simultaneously around the tracks, leaping ramps and avoiding other racers. The split screen mode is used to good effect, but the game itself is a little dull. The quad bikes handle badly and the graphics are simplistic to say the least. Tunes and sound effects are for the most part dreadful, so have a go before you part with your hard earned beer tokens.

THE HEAT IS ON!

Converted from the Jaleco coin-op by Imageworks, Cisco Heat is a racer in the tradition of Out Run and Chase HQ, with a choice of two cars. Both have considerable differences. The first is a big American machine very fast, but is a pig to drive. The second is a souped up Nissan, not quite as fast, but with smart handling. The other racers do their best to get in your way, but beeping the horn causes them to move aside. There

are lots of things to avoid, including oil slicks, pedestrians, traffic jams at crossroads and the inevitable Cisco tramcars. Hurrah!

The team responsible for converting this massively impressive coin-op is Ice Software, the guys who converted Out Run. Rest assured we'll bring you a full review just as soon as we can!

BURN 'EM UP

Hot Rubber isn't as you might expect a new piece of Scandinavian "educational" software, it is in fact the latest racing game from Palace Software. Two wheels are the order of the day here, as you scream round the tarmac on a throbbing lump of hot piston pumping power.This split screen racer will appear very shortly accross most eight and 16 bit formats. It could be the mother of all racers.

MAIL ORDER HOTLINE
0532-304484
10.00-10.00 MON-SAT

GAMEZONE
MAIL ORDER DIVISION OF ESTABLISHED COMPUTER RETAILER

RETAIL SHOP OPEN
9.30 TO 5.30
MON - SAT
0532-753530

TAKE A LOOK INSIDE
THE GAMEZONE...

VISA

SEGA MEGADRIVE GAMES (JPN)	
Aero Blasters	29.95
Alien Storm	29.95
Afterburner II	29.95
Arrow Flash	19.95
Bare Knuckle	29.95
Bonanza Bros	29.95
Crackdown	24.95
D.J. Boy	19.95
Fantasia	Call
Gaires	34.95
Gynoug	34.95
Hardball (USA)	34.95
Ice Hockey	Call
Kageki	34.95
Klax	24.95
Magical Hat	24.95
Mickey Mouse	24.95
Midnight Resistance	34.95
Road Rash	Call
Shadow Dancer	29.95
Sonic Hedgehog (USA)	34.95
Star Control (USA)	34.95
Street Smart	29.95
Strider	29.95
Wrestle War	29.95
Zero Wing	34.95
Japanese Convertor only	9.99

when purchased with any game
THIS MONTHS SPECIAL OFFER
Flicky 19.95

SEGA MEGADRIVE
OFFICIAL UK VERSION
WITH ALTERED BEAST
£139.99
and FREE Japan Convertor

SEGA MASTERSYSTEM GAMES (UK USA)	
Ace of Aces NEW	34.95
Cyber Shinobi	29.95
Dick Tracey	29.95
Golden Axe	28.95
Golfmania	31.95
HW Boxing	23.95
Impossible Mission	29.95
Mickey Mouse	29.95
Outrun	29.95
Pacmania	34.95
Paperboy	29.95
Populous NEW	34.95
Spiderman NEW	29.95
Wonderboy 3	29.95
Worldclass Leader Bd	29.95
World Soccer	24.99

THIS MONTHS SPECIAL OFFERS

Teddy Boy	5.99
Ninja	5.99

When purchased with any other Master System Game.

SEGA MASTERSYSTEM PLUS
INC 2 GAMES, LIGHT PHASER, 2 CONTROL PADS
ONLY
£74.99
ALSO AVAILABLE WITH ADDITIONAL GOLDEN AXE
£94.99

COMPUTER REPAIRS
Phone our service department on 0532 753530 for details of our computer repair services, availabe for most makes of home and business computers. ALL WORK GUARANTEED.

SEGA GAME GEAR GAMES (UK)	
Columns	19.99
Dragon Crystal	24.99
G-Loc	24.99
Mickey Mouse	24.99
Psychic World	19.99
Shinobi	24.99
Super MonacoGP	19.99
Wonder Boy	19.99
Mains Adaptor	9.99

SEGA GAME GEAR (UK) WITH GAME
and mains adaptor
£129.99

ATARI LYNX WITH GAME
and mains adaptor
£99.99

SUPER FAMICOM GAMES	
Acterriser	36.95
Big run	39.95
bombuzal	29.95
Darius Twin	41.95
F-Zero	36.95
Final Fight	41.95
Gradius III	39.95
Hole In One	39.95
Pilot wings	41.95
Populous	39.95
Super Mario World	39.95

THIS MONTHS SPECIAL OFFER
QUICKSHOT 3 PYTHON JOYSTICK
compatable with Sega and most computers
ONLY £7.99

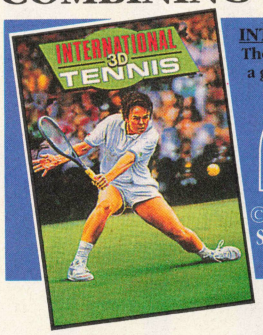
Please send cheque/P.O with order made payable to "GAMEZONE"
Please add post and packing per order Games £1 Consoles £5
Credit card holders can telephone our Hotline on 0532 304484
GAMEZONE, DEPT CVG, 10A-12 COMMERCIAL ROAD, KIRKSTALL, LEEDS LS5 3AQ

HE'S WAITING

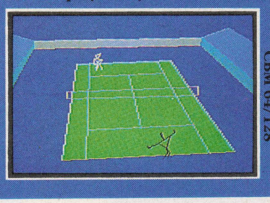
4 FANTASTIC SIMULATIONS IN ONE GREAT PACK

SUPER SIM PACK

COMBINING THE VERY BEST IN



INTERNATIONAL 3D TENNIS
The innovative use of vector graphics has created a game with unrivalled playability.

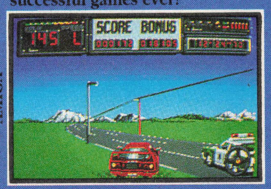


PALACE SOFTWARE

©1990 Palace Software Ltd.

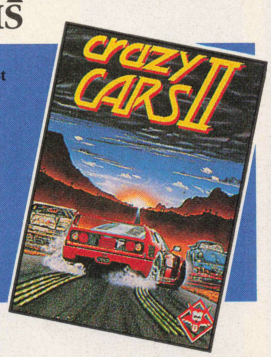
TENNIS

CRAZY CARS II
At last the amazing follow-up to one of the most successful games ever!



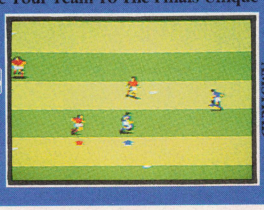
TITUS

© Titus 1988, 1989.



DRIVING

*ITALY 1990 WINNERS EDITION
Recreate the excitement of the world cup. Authentic Game Action - Take Your Team To The Finals-Unique Playing Features



U.S. GOLD

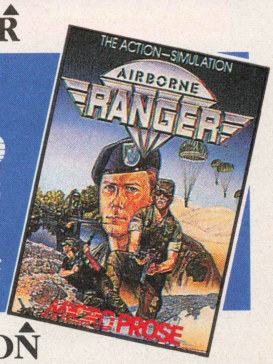
©1990 US Gold Ltd.

SOCCER

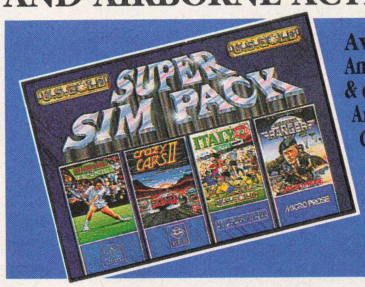
AIRBORNE RANGER™
Danger and suspense behind enemy lines.

MICRO PROSE

©1987 Microprose Software Inc



AND AIRBORNE ACTION



Available on:
Amstrad & CBM 64/128 cassette & disk, Spectrum cassette, Atari ST, Amiga and PC & Compatibles

(3D Tennis is replaced by Heavy Metal on PC version)

U.S. GOLD®

*Italy 1990 Winners Edition Programme.

This compilation © 1991 US Gold Ltd. All rights reserved
US Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021-625 3366
Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerable between different formats in quality and appearance and are subject to the computers specification.

CHEAT MODE

The silly season is almost over and things are beginning to look good again. There's a veritable cartload of new games about to be released, all aching for you lot to come up with the best hints, tips, cheats and pokes for 'em. Hopefully, the silly season for tip-ripping is on the way out, too - and if you don't know what I mean, tip-ripping is the ancient art of lifting cheats from other mags and trying to pass them off as your own. Only your own work will be accepted, so if you want to win an amazing £100 worth of software for your machine, you know what to do. If you wanna be in with a shout for the goodies next issue, fire those hints off to CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Gary Butler from Sheffield is not only a bit of a whizz when it comes to playing GG Shinobi on his Game Gear, but he can also work wonders with a couple of sheets of lavvy paper and some crayons, as his map proves. Take it away, Gaz!

ALL FORMATS

ZOMBI

This Romero-inspired epic has been the bane of many games-players' lives. But now, thanks to the brainpower of one Richard Roberts, you too can beat the stiffs at their own game. Take it away, Rich!

Go to level two and pick up the keys from the office. Take the lift to level four and use the keys to enter the control room. Drop the keys and take the three truck keys. Descend to level one and move the trucks in front of the entrances, thereby stopping zombies from entering the mall. Once all three trucks are blocking the entrances, leave the currently controlled character in the truck which was moved last, as he cannot be killed whilst inside the vehicle.

Next thing to do is clear the building of any remaining zombies. Get a gun from the shop on level two and shoot the undead in the head. After a zombie is destroyed, place its body in the lift to speed up later storage of the corpses. Once all zombies on all levels are dead once more, they must be deposited in the freeze-box situated in the basement. Firstly, the lights need to be switched on. Collect the torch from level two which allows the character to see in the dark. Then go and get the gloves and fuse from level three and make your way to the basement area which houses the fusebox. Send a second character to the same location and give the gloves and fuse to him. Make him use the gloves and then grab the item with the cursor. Move it to the fuse-box and click again.

Next, grab the fuse and click on the fusebox once more. The fuse should disappear from the inventory, at which time go to level four in the lift and press the right side of the control console; doing this will activate two lights, which in turn switch on the lights in the basement and in the building after 10:30pm. Then simply shunt all the bodies down to the basement and put them in the freezebox to stop disease spreading.

Once all the bodies are safely stacked away, a horde of heavies attempt to storm the mall, intent on nicking the chopper. They arrive in a van and push out of the way the truck in which you left the character at the start. Send him straight to the lift as it is safe in there. Select another character and get the empty fuel can from level three and the hosepipe from level one. Go outside to the van and open the petrol cap. Put the can on the floor and use the hosepipe - the message "Full Tin" appears.

Pick up the can and place all the characters inside the helicopter, except the one with the fuel. He must open the fuel cap on the chopper, place the can on the floor and use the hose. The message "Full Tank" is displayed. Get into the chopper and use the key with which Alexandre begins the game in the ignition, positioned just above the joystick. When the rotor blades start to rotate, click on the joystick, then sit back and hope you have enough fuel to get well away from here!!

HEROQUEST

Fear not, brave warrior, should you be experiencing a spot of bother in Gremlin's fantastic conversion of the smash board-game. Young J McNally of the 4th Signals Group, BFPO 140, has come up with a few tantalising tips for the first four levels, just for you.

LEVEL ONE: THE MAZE

The maze is fairly straightforward and should pose little problem, especially if all four characters work together. Search every room for gold and build up your wealth and supplies as much as

possible. Remember that once the Wizard has enough money to purchase the staff (100 gold pieces) any further income he receives is wasted, so don't use him to search for treasure too often.

LEVEL TWO: RESCUE SIR RAGNAR

As all the characters begin in the same room, keeping them together while exploring should be simple. Always try to outnumber the monesters - attack in numbers and overwhelm them before they have an opportunity to retaliate. Search for gold as often as possible, but be warned - the southern-most chest is trapped and contains nothing of value.

LEVEL THREE: THE LAIR OF THE ORC WARLORD

By now you should have enough money for some weapons and possibly armour. Remember to search each room as you go and remember that the wizard is unable to use any money he discovers. The Warlord is the toughest cookie so far - you will be best off attacking as a group. Anyone who approaches the weapon rack will discover a spear.

LEVEL FOUR: PRINCE MAGNUS' GOLD

To return all the treasure chests to the exit will take three characters, each carrying one chest. If a pit trap is activated accidentally, use the Dwarf's abilities to repair it before proceeding. If you keep the treasure your characters will be unable to become champions but you do receive an extra 50 gold coins.

AMIGA

VIZ

Considering this is supposed to be an adult comic, a lot of kids seem to know what it's all about. Pity that the game based upon the laffalot mag is a pile of &*?!. Still, Thurein De Win reckons that if you type in **WHAT A LARGE SET OF B*LL*CKS** (you can probably guess what the asterisks are really meant to be) on the character select screen and press the number of the level you wish to tackle (one to five), the cheat mode is activated and, upon selecting a racer he'll be instantly whisked off to the desired stage.

BACK TO THE FUTURE III

The best of the trilogy in gaming terms and at last here' are some cheat codes to go with it, courtesy of Brighton's own Thurein De Win.

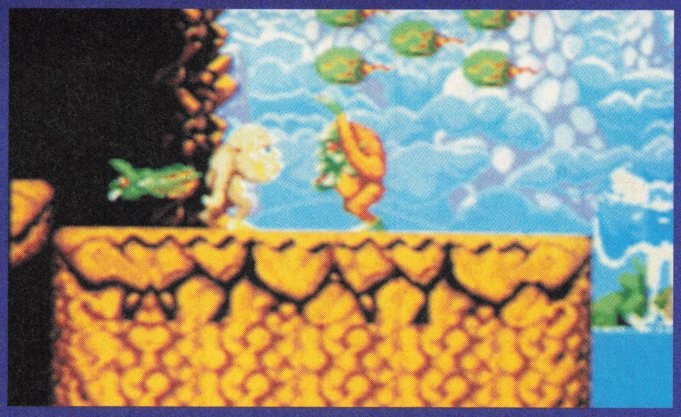
Enter the following on the story screen before each level to receive infinite lives:

LEVEL ONE: ROTTEN CHEAT
LEVEL TWO: LOUSY CHEAT
LEVEL THREE: LOW DOWN CHEAT

LOTUS ESPRIT TURBO CHALLENGE

Cor blimey! This Thurein De Win feller is ploughing through the cheats, innee? This time round it's for Gremlin's top racing blast, so without any further ado, heeeere we go!

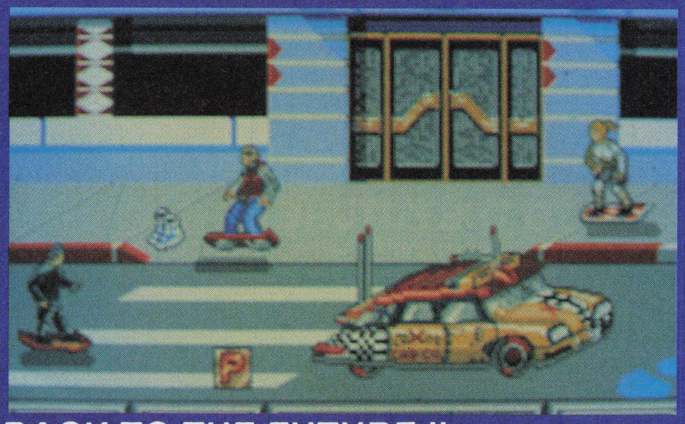
Select a two-player game, enter player one as **IN A BIG COUNTRY** and player two as **FIELDS OF FIRE**. Now you can qualify, even if you don't move!



TOKI

Tips for this seem to be flooding in; here's one from Ian Ulliot, who hails from Hull (Floods? Hail? Sounds like a weather report!) Whilst playing, type in **TOKIBUNGIEWASHER** to make the screen flash (if it doesn't, type it again). You will now be able to skip levels by using the F-keys.

CBM 64



BACK TO THE FUTURE II

Quick Marty! We don't have much time to use these tips, sent in by Thomas Flynn of Co. Cork, Ireland, before we decide we'd like more money and make another film!

Pause the game and type the following on each level for the indicated effect.

LEVEL ONE: MARTY MCFLY - infinite lives
LEVEL TWO: MOM, IS THAT YOU - skip level
LEVEL THREE: TOM LOVES THERESA - infinite lives
LEVEL FOUR: OUTATIME - skip level
LEVEL FIVE: BACK TO THE FUTURE 3 - infinite lives

MONTY PYTHON'S FLYING CIRCUS

"S'cuse me miss?" "Waddya mean, miss!" "Oh, sorry, I have a cold. Anyway, this 'ere cheat what I bought not 'alf an hour ago from this very boutique is dead. Demised. It has climbed up the curtain and gone to meet the choir invisible." "No it hasn't, here it is!" "Oh yes. Sorry."

On the high-score table, enter your name as **ANNE CHARLESTON** (including the full stop) to receive infinite lives. Thanks very much to Chris Williams from Liverpool.

SEGA

CAPTAIN SILVER

Ahoy there, me hearties! Craptain Silver lurches into Cheat Mode this month, perched on the shoulder of cabin boy James Lawrence of Birmingham.

When the Game Over message appears, push **UP** and press **BUTTON 1** to receive a free continue. Should you actually want one, that is. Har har, Jim lad.

MEGADRIVE

SONIC THE HEDGEHOG

He's the fastest, spikiest dude ever to hit the 16 bit Sega - just that bit nippier than Biggleswade's own Robert Pogmore, who's literally whisked to us these tips on how to defeat Robotnik on each level!

GREEN HILL ZONE

As Sonic runs past the lampost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotik to appear. As he comes toward Sonic, it's possible to jump up and butt him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.

MARBLE ZONE

There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait

for him to return to the right and then bash him again and jump over to the left ledge as the final fire spark falls off the mound and into the lava. He then releases another firebomb on the right ledge before flying over to the left, at which point bang him again. Continue to do this to despatch him easily.

SPRING YARD ZONE

As he crosses the moving steps, Sonic will encounter Dr Robnotik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen; the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.

LABYRINTH ZONE

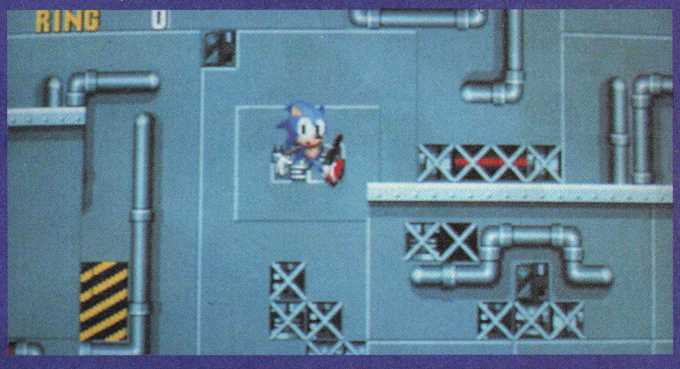
Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down! Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.

STARLIGHT ZONE

As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

THE FINAL ZONE

Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to fry the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his animal pals!



NINTENDO

METAL GEAR

Jason Jones of Peterborough knows a cheat that'll give you a bit more gear than usual. And not all of it is made of metal, either. To start the game over three-quarters of the way through, with full weapons, full equipment and nine rations, simply type in the following code:

J.""W *""""P1X379 96""2.2"M

Now all that needs to be done is find Dr Petrovitch's daughter in building four. By the way, don't do anything your boss tells you as he's actually a bad guy.

SUPER FAMICOM

GRADIUS III

If you're a lazy sonuvagun who can't be bothered to choose your own weaponry, why not let the Famicom do it for you! According to one Liam Hayes of London N4, picking Edit on the Weapon Select screen and entering **XYXYXY** causes the cursor to spin off and make the selection for you.

BIG RUN

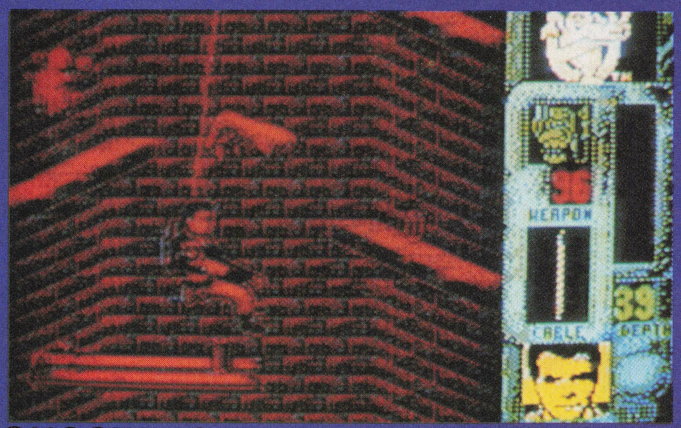
Liam Hayes is back! And this time he wants us to say hi! to his mum, as she's just bought him a Gameboy (ahhh). Anyway, he's got a tip or two for Big Run.

Pressing **START** on the title screen accesses a hidden options screen.

For the sound test, insert both controllers and do the following on joypad two:

Press **B** four times, **X** four times, **Y** four times, **A** four times, **B** four times, **B** four times, **X** four times, **Y** four times, **A** four times, then press **LEFT** and **RIGHT** to go back and forward through the tunes.

AMSTRAD



GHOSTBUSTERS II

All you poor CPC owners must be feeling terribly miffed at the lack of tips for your machine. So it's with a great deal of pleasure that we bring you this players guide for Hit Squad's spiffy budget license.

LEVEL ONE

The three parts of the scoop are positioned on the right hand side of the tunnel.

Save your grenades for the sawing hands of doom.

Save your shields for the bottom of the tunnel or for when courage is at a low ebb.

If you cannot get past the grabbing hands, stop the rope and wait for them to retreat.

To make life easier, pause the game and type in AYKROID for infinite courage and indestructable rope.

LEVEL TWO

Try to memorise the enemy entry points.

Try to shoot ghosts rather than crash with them, as it uses up less firepower.

Try to keep the street clear of ghosts to save more of your slime-collecting men.

Do not shoot the ghosts near to the Statue of Liberty as you will lose their slime drops.

Always have a fresh fireball when fighting large monsters and also collide with their bodies.

LEVEL THREE

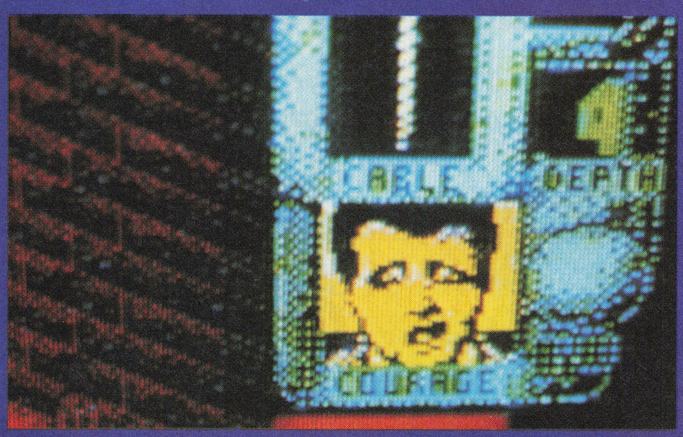
Going down the ropes too fast will kill your men.

Get the baby first and leave someone holding it behind the pile of boxes or it will float back toward the painting.

JANOSZ - He must be killed by a slime cannon.

VIGO - He must be killed by two Ghostbusters with proton packs.

POSSESSED RAY - To exorcise Ray, shoot him with a proton pack while he is standing in front of the painting but behind the altar.



TOP CAT

He's the indisputable leader of the gang and now, with the aid of this cheat from Warren Davison of Wolverhampton, he can live a long way past his allotted nine lives!

On the Options screen, hold down the keys **SERFPUK** until the screen lights up, to give TC infinite energy.

CONTINENTAL CIRCUS

Can't get round the circut with the continues you're given? Then why not try pressing **CLR** and redefining the keys as **C, H, E, A, T** and **SPACE**? This, according to Gaz Pyle of Langlevens, Glos, gives you infinite attempts!

RASTAN SAGA

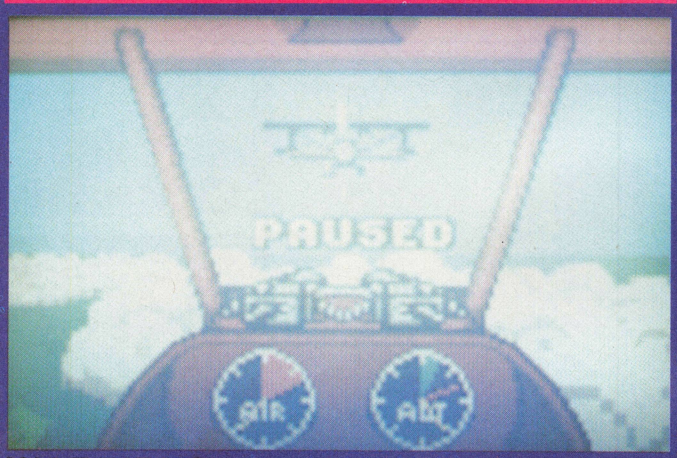
Gaz Pyle returns, with a tip for Hit Squad's conversion of the hard-hitting Taito coin-op. Complete level one with only one life left, and lose that life on level two. And, as if by magic, the shop-keeper appears! He doesn't really, but you do get transported to level three!

LYNX

RAMPAGE

If you want to visit all the locations but, for some reason, just can't get your monsters there by conventional means (if you consider trashing high-rise tower blocks conventional!) take a sneaky peek at this cheat from James Hopkins of Bucks.

Go to the character selection screen and, before selecting your creature, press Pause. Now, unpause the game and select your monster. When the newspaper headline screen appears, hold down option 1 and move the joypad in any direction. Now you can select any of the 61 cities you wish to destroy.



WARBIRDS

James Hopkins has been blasting away at this great bi-plane arcade/sim long enough to come up with this handy list of hints. So let's get down to them, shall we? (ooh yes, lets, Paul!).

1. Turn off your engine to make the tightest turns possible.
2. Dive into the clouds to lose your opponents.
3. Always approach an enemy from the rear, as their guns are front-mounted.
4. Your plane can climb higher than those of your opponents; therefore, make the enemy sitting ducks by high flying and attacking them in a circular dive.

Press the buttons on your phone to press the buttons on a sega.

By dialing the number enter the mega competition, role play on the phone to win the Mega Drive with 5 EXCLUSIVE JAPANESE IMPORT GAMES.
The Sega Game Gear with Shinobi is also up for grabs for the second prize winner.
With the trained arts of Ninjutsu, can you defeat the powerful force in Neo City?

DIAL NOW 0898 333411

If you don't pay the bill ask the person who does before you dial.
Fallside Ltd. P.O. Box 1841, London NW1 0JF. Calls cost 36p per minute cheap rate, 48p per minute at all other times.

OFFTRON LTD

P.O. BOX 184, HOUNSLOW, TW4 7SH
TEL & FAX: 081 577 5521

NINTENDO ACTION SET	102.19
CONTROL DECK SET	81.72
MUTANT MACHINE	91.94
DOUBLE PLAY REMOTE	40.85
FOUR SCORE	30.63
MAX	25.53
ZAPPER	30.63
DAYS OF THUNDER	40.85
BATMAN	40.85

SEGA GAME GEAR	99.99
COLUMNS	19.99
PSYCHIC WORD	19.99
SUPER MONACO GP	19.99
WONDER BOY	19.99
DRAGON CRYSTAL	24.99
MICKEY MOUSE	24.99
SHINOBI	24.99
CARRY CASE	9.95

GAMEBOY + GAME	69.99
BATTERY PACK ADAPTOR	24.99
MAGNIFIER	9.95
CARRY CASE	9.95
AMAZING SPIDERMAN	19.99
BALLOON KID	19.99
ALLEYWAY	19.99
KING OF ZOO	19.99
KWIRK	19.99
REVENGE OF GATOR	19.99
WIZARDS & WARRIORS	19.99

SEGA MASTER SYSTEM	59.99
SEGA MASTER SYS PLUS	79.99
SEGA MEGADRIVE	149.99
CONTROL PAD	6.99
CONTROL STICK	14.99
MAINS ADAPTER	7.99
LIGHT PHASER	29.99
LIGHT PHASER CARTRIDGE	44.99
RAPID FIRE UNIT	5.99
NINJA	9.99
RESCUE MISSION	9.99
TEDDY BOY	9.99
TRANSBOT	9.99
ACTION FIGHTER	12.99
AZTEC ADVENTURE	12.99
FANTASY ZONE	12.99
GLOBAL DEFENCE	12.99
SECRET COMMANDO	12.99
BANK PANIC	17.99
GHOST HOUSE	17.99
ALEX KIDD	24.99
BLACK BELT	24.99
CHOP LIFTER	24.99
COLUMNS	24.99
FANTASY ZONE II	24.99
GANGSTER TOWN	24.99
GREAT FOOTBALL	24.99
KUNG FU KID	24.99
WORLD SOCCER	24.99
CHASE HQ	29.99
MICKEY MOUSE	29.99
OPERATION WOLF	29.99
RAMBO III	29.99
THUNDERBLADE	29.99
SHINOBI	29.99
GOLDEN AXE	34.99
BUDOKAN	39.99
POPULOUS	39.99
STRIDER	44.99
GHOULS N GHOSTS	44.99
SWORD OF VERMILLION	49.99
PHANTASY STAR II	59.99

WE ALSO SUPPLY COMMODORE 64C, ATARI LYNX, ST, AMIGA 500,ETC AND ITS GAMES AND ACCESSORIES, PLEASE SEND SAE FOR PRICE LIST. TO ORDER SEND CHEQUE OR ACCESS, VISA DETAILS.
P&P CONSOLES £5, GAMES £1

DIAL-A-TIP CHEAT-LINE

for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898-10-1234

From Ireland Dial

03000 21244

Updated weekly,
Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.

INFERNO

Interactive Phone Games

£100 PRIZE

NOW ON LINE

0898-442777

Send to: PO Box 54, Southwest Manchester M15 4LY

Proprietor: Jaqueline Wright
Please ask permission of the person who pays the bill, calls charged at 33p per min 'Cheap Rate' 44p per min at all other times.

The Entertainer

FOR THE BIGGEST UK RANGE OF
SEGA, NINTENDO,
GAMEGEAR, GAMEBOY
SOFTWARE IN BUCKS AND BERKS

VISIT OUR STORES NOW.

63 HILL AVENUE, AMERSHAM
14 THE BROADWAY, BEACONSFIELD
121 QUEENSMERE, SLOUGH

MAIL ORDER SERVICE
0494 - 724799

HARTSCROFT

TEL: 081 656 6006
65, SPRING PARK ROAD SHIRLEY, CROYDON CRO 5E1
(JUST OFF THE WICKHAM ROAD)
OPENING HOURS
MONDAY - FRIDAY 10AM -5.30PM
SATURDAYS 9AM - 6.30PM

Access
BARCLAYCARD VISA

Nintendo
GAME GEAR Handheld
NINTENDO GAMEBOY
SEGA MEGA DRIVE
LYNX
SEGA MASTER SYSTEM
SEGA

SECOND HAND GAMES AND MACHINES AVAILABLE.
PLEASE RING FOR RELEASES AND PRICE LIST.
MAIL ORDER
PLEASE MAKE CHEQUES AND PO'S TO "HARTSCROFT"
P+P GAMES £1 P+P MACHINES £3.50
FAST DELIVERY.

IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice.

So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

I.C.E.

INTERNATIONAL COMPUTER ENTERTAINMENT
THE *COOLEST* NAME IN COMPUTER RETAILING

EXCHANGE YOUR OLD CART AT THE U.K'S No.1 CONSOLE SHOP

THE ICE EXCHANGE SERVICE

CHOOSE FROM OUR RANGE OF OVER 500 USED MEGADRIVE AND MASTER SYSTEM GAMES.
THE *No.1* EXCHANGE SERVICE IN THE *U.K.*

MASTER SYSTEM CARTRIDGE EXCHANGES FROM £2
MEGADRIVE CARTRIDGE EXCHANGES FROM £3
SUPER FAMICOM CARTRIDGE EXCHANGES FROM £5
NEO-GEO CARTRIDGE EXCHANGES FROM £10

WE *URGENTLY* REQUIRE YOUR USED CARTRIDGES AND CONSOLES. PHONE FOR THE BEST PRICES

EXCHANGE YOUR OLD CART AT THE U.K'S No.1 CONSOLE SHOP

OFFICIAL U.K. SEGA MEGADRIVE WITH FREE GAME *£128.90*
(JAP GAME ADAPTOR *£6.50* IF PURCHASED WITH MACHINE)

NEO-GEO
THE ULTIMATE IN HOME ARCADE SYSTEMS
NEO-GEO CONSOLE **£290**

NEW RELEASES		OLDER TITLES	
BURNING FIGHT	£105	NAM 75	£75
ALPHA MISSION II	£105	NINJA COMBAT	£85
SENGO KOU	£105	RIDING HERO	£75
GHOST PILOT	£105	TOP PLAYERS GOLF	£75
KING OF THE MONSTER	£105	BASEBALL STARS	£75
CROSSED SWORDS	CALL		

MEGADRIVE, FAMICOM AND LYNX. RING FOR LATEST PRICES

ALL GOODS DESPATCHED SAME DAY RECORDED DELIVERY.
PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO: **I.C.E.**

INTERNATIONAL COMPUTER ENTERTAINMENT
17 DINCASTER ROAD, GOLDTHORPE
ROTHERHAM, SOUTH YOUKSHIRE

SALES AND ENQUIRY **HOTLINE**
0709 881873

SHOP 2 OPENING SOON!!!

GAME MUSIC CD'S

Over 100 CD's available direct from Japan
.....ONLY THROUGH US!

CONSOLES: PC ENGINE, SUPER FAMICOM, MEGADRIVE, GAMEBOY, GAMEGEAR
Software and Hardware available

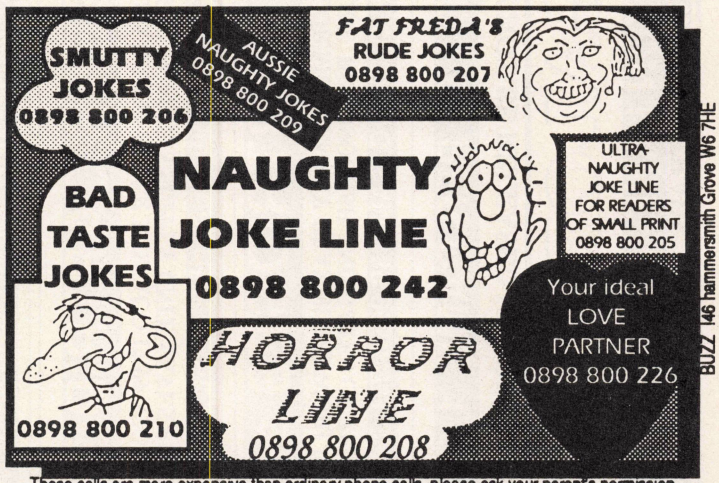
MAGAZINES: 15 different Japanese Games magazines in stock.

Contact us for our full list of all the above products.

JAPAN CENTRE LONDON

66-68 BREWER STREET
LONDON
W1R 3PJ
☎ 071 - 439 1559

Shop open 7 days a week



These calls are more expensive than ordinary phone calls, please ask your parent's permission before calling. Calls cost 36p per min cheap rate, 48p at all other times inc VAT

C.E.S.

(DEPT C&VG)
153 WHITEHART LANE
BARNES
LONDON. SW13 0PJ
TEL: 081 876 5501 FAX: 081 876 5501

.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....

Megadrive + Game	129.99 (+ £6 P&P)
Super Famicom (Scart) + 2 games	299.99 (+ £6 P&P)
Sega game Gear (U.S.A.) + game	110.00 (+ £3 P&P)
Sega Game Gear (Jap)	89.99
★The New Atari Lynx	89.99★
Gameboy Deluxe	69.99

.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....CONSOLES.....

★★GAMES★★★GAMES★★★GAMES★★★GAMES★★★GAMES★★★GAMES★★★GAMES★★★GAMES★★

MEGADRIVE

	Jap	UK/USA
Ice Hockey	-	38.00
Alien Storm	32.00	-
Advanced	35.00	-
Blockout	-	35.00
Fairy Tale	-	35.00
Fastest One	35.00	-
Marvel Land	35.00	-
Star Control	-	40.00
Wardner	-	35.00
Streetsmart	35.00	-
Outrun	36.00	-
Sonic	32.00	-
Flickey	28.00	-
Heavy unit	24.00	-
Elemental Master	24.00	-
Dinoland	35.00	-
Spiderman	-	36.00
Might & Magic	-	36.00
Jewel Master	35.00	-
Super League '91	35.00	-

SUPER FAMICOM

Mario World	45.00
Final Fight	45.00
Sim City	42.00
YS III	42.00
F Zero	42.00
Actraizer	40.00
Pilot Wings	45.00
Gradius III	40.00
Ultraman	40.00
Battle Dodgeball	40.00
Super R-type	45.00
UN Squadron (Area 88)	46.00
Jerry Boy	Call
Hyper Zone	Call
Super Tennis	Call

GAMEBOY

Burger Time	24.99
WWF Super Stars	24.99
World Cup	18.99
Duck Tails	24.99
Bubble Bobble	24.99
R-Type	24.99
Mickeys Dangerous Chase	24.99
Ninja Turtles	24.99
Double Dragon	24.99
Hunt for Red October	24.99
Robocop	24.99
TMNT	24.99
Spuds Adventure	24.99
Pipe Dream	22.99
Fish Dude	19.99
Mercenary Force	19.99
Final Fantasy Legend	28.00
Kung Fu Master	22.99

GAMEGEAR

Shinobi	24.00	26.00
Mickey Mouse	-	26.00
Wonderboy	-	25.00
Monaco G.P	22.00	-
Headbusters	22.00	-
Dragon Crystal	-	28.00
Mappy	22.00	-
Fantasy Zone	24.00	-
Halley Wars	24.00	-
Psychic World	-	25.00

ACCESSORIES

G.G. Bag	12.99
G.G. Lead	12.99
Gameboy Amplifier	14.99
Megadrive Joypad	14.99
Gameboy Carry Case	14.99
Light boy	19.99
Arcade Power Stick	39.99
Eng to Jap Convertor	9.99

WHOLESALE/EXPORT WELCOME

All above subject to availability.
Please add £1 P&P for games, £2 for Accessories.

GAMES GALORE GAMES GALORE GAMES GALORE GAMES GALORE
GAMES GALORE GAMES GALORE GAMES GALORE GAMES GALORE

NINTENDO GAMEBOY CARTRIDGES CONSOLES and ACCS

ALL THE FOLLOWING GAMES ARE ONLY 19.99: BATMAN TURTLES CHASE HQ WWF ROBOCOP R TYPE MICKEY MOUSE DUCK TALES HATRIS MEGAMAN SIMPSONS DOUBLE DRAGON II TERMINATOR PUNISHER SKATE OR DIE TOUR DE TRASH NEMISIS MYSTERIUM NINJA BOY SCRABBLE SPUDS ADV SNEAKY SNAKE BUBBLE BOBBLE CASTLEVANIA OPERATION C RESCUE OF PRINCESS BLOBETTE SWORD OF HOPE BEETLEJUICE DAYS OF THUNDER NBA ALLSTARS BASKETBALL DRAGONS LAIR PACMAN BURGER TIME DELUXE CASTELIAN BATTLE UNIT XEOTH ATOMIC PUNK ROBOCOP II DARKMAN BILL AND TEDS ADV ROGER RABBIT NAVY SEALS MR DO SUPER HUNCHBACK TOM AND JERRY BARBIE ADDAMS FAMILY HUDSON HAWK NINJA GAIDEN HAMMERING HARRY HOME ALONE STAR TREK BATTLETOADS SNOW BROTHERS PAPERBOY II GUANTLET II DICK TRACY CHOPLIFTER NASCAR RACING
ALL THESEG AMES ARE ONLY 14.99 SUPER MARIO LAND DR MARIO SOLAR STRIKER BURAI FIGHTER SERPENT BASES LOADED POWER MISSION PIPEDREAMS DEAD HEAT SCRAMBLE SPIDERMAN BALOON KID FORTRESS OF FEAR BOXXLE

GAMEBOY MACHINES WITHOUT GAME ONLY 54.99 BATTERY RECHARGER 22.99 GAMEBOY WITH ANY GAME 72.99

GAMELIGHT 7.99 MAGNIFER 6.99 LIGHTBOY 17.99 AMPLIFER 10.99 BLACK PADDED CASE 11.99 LEATHER PLAY AND GO CASE 11.99 POUCH 9.99 CASEBOY 9.99 SCREEN SHOW THRU CASE ONLY 7.99 CARRY ALL CASE FANTASTIC 14.99 POWER SUPPLY 6.99
THERE ARE APPROX 87 TITLES DUE OUT IN USA BEFORE XMAS WE WILL BE HAVING THEM ALL REQUEST LIST BY SENDING SAE AND ORDER BEFORE YOUR FRIENDS

SEGA MEGA DRIVE CARTRIDGES CONSOLES ACCESSORIES

SONIC 31.99 WRESTLE WAR 31.99 ALIEN STORM 31.99 STREET SMART 31.99 STORMLORD 31.99 AIR BUSTER 31.99 HOCKEY 31.99
MICKEY MOUSE 22.99 SHADOW DANCER 17.99 MOONWALKER 15.99 BATMAN 31.99 JOHN MADDENS 31.99 LAKERS V CELTICS 31.99
ESWAT 18.99 OUTRUN 31.99 BARE KNUCKLE 31.99 VOLFIED 10.99 MARVEL LAND 31.99 ZERO WING 31.99 TURRICAN 31.99 GYNOUG 24.99 DINO LAND 31.99
JAPANESE ADAPTOR ONLY 8.99 POWER SUPPLY FOR JAP MACHINE 12.99 CALL US AND ASK FOR NEW RELEASES

UK MEGADRIVE INCLUDING GAME 124.99 JAPANESE MEGADRIVE 99.95 INCLUDING FREE GAME CONTROL PAD 12.99

SEGA GAME GEAR CARTRIDGES CONSOLES and ACCESSORIES

COLUMNS 17.99 PSYCHIC WORLD 17.99 SUPER MONACO 17.99 WONDERBOY 17.99 DRAGON CRYSTAL 21.99 G LOC 21.99 MICKEY MOUSE 21.99
SHINOBI 21.99 PUTTER GOLF 17.99 MAINS SUPPLY UNIT SAVES POUNDS ON BATTERIES ONLY 8.99 CALL FOR NEW RELEASES OUTRUN 21.99

GAME GEAR CONSOLE ONLY 86.99 LEATHER CASE SEE THRU 9.99 NYLON GREEN OR PINK CASE 11.99 MAINS ADP 8.99

ATARI LYNX CARTRIDGES and CONSOLES (LYNX 2 is here !!!)

PAPERBOY ELECTROCOP ZALOR MERCENARY KLAX SLIMEWORLD MS PACMAN BLUE LIGHTNING ROADBLASTERS CHIPS CHALLENGE RYGAR
GUANTLET III XENOPHOBE ROBOSQUASH AND GATES OF ZENDECON ALL 19.50 NINJA GAIDEN 27.99 WARBIRDS 27.99 BLOCKOUT 24.99

NEW LYNX II NOW IN STOCK WITH NO GAME 89.99:WITH CHIPS CHALL OR ROBOSQUASH 99.99 : OR WITH NINJA GAIDEN 109.99

POSTAGE ADD 1.00 PER GAME 1.50 PER ACCESSORIES 5.00 PER CONSOLE

SOME TITLES MAY NOT BE RELEASED YET PLEASE PHONE FOR DETAILS THESE PRICES ARE MAIL ORDER ONLY

GAMES GALORE 081 572 0990 ORDER HOTLINE

ACCESS VISA

46 a SYON LANE OSTERLEY MIDDX TW7 5NQ ORDER ADDRESS

UK AND WORLDWIDE TRADE AND EXPORT ORDERS MOST WELCOMED

HIGH SCORES

The summer slump of chronic scores is almost over and Christmas is looming on the horizon. All you lot have obviously returned from whichever foul places you choose to hide during your hols, since the scores have stormed into the office for this issue. That's not to say you've been frantically buying new games. Apart from one or two hot new releases, most of the tables are made up of older titles. That's all set to change, I'm sure, the colder it gets and the hotter you wimps become!

AMIGA

Top scores-a-plenty in the Amiga table, with a fine PGA Tour score topping the chart. In fact, it's sim city in the Amiga chart this issue, what with EA's fab golf title, Kick Off 2 and Their Finest Hour. Whatever happened to the shoot 'em ups, eh?

PGA TOUR GOLF — 62 (SAWGRASS)
Daniel Alery, Watford

TOKI — 56,150
Robert Scruby, Ipswich

CAPTAIN PLANET — 279,950
Michael Davies, Haverfordwest, Dyfed

FULL CONTACT — 277,528
David Cockram, Nr Stockport, Cheshire

KICK OFF 2 — 78-2 (HOLLAND VS ITALY)
Ian Pollard, Eastbourne

THEIR FINEST HOUR — 1148
Tom Riihiranta, Espoo, Finland

PREHISTORIK — 125,820
David Kitson, Scarborough

ST

Crumbly time for the ST, but you stingy ST owners have at least come up with some decent scores. For next issue, how about some efforts on Jimmy White's Whirlwind Snooker - against the man himself? I wait with bated breath...

CARTOON CAPERS — 73,000
Kevin White, Mansfield, Notts

KICK OFF — WON LEAGUE - 42PTS
P S Sekhon, Eastleigh, Hants

RVF HONDA — 45
P S Sekhon, Eastleigh, Hants

LOTUS ESPRIT TURBO CHALLENGE — 280 (HARD)
Benjamin Coles, Fleet, Hants

SWIV — 1,640,860
Daniel George, Nr Newent, Glos

KILLING GAME SHOW — 83,800
Jason Amunwa, Catford SE6

C64

Games old and new feature in the 64 chart this issue, the newest being Ocean Navy Seals and the oldest the very, very, VERY old Bruce Lee. The rest of the chart is made up of the regular faves which seem to crop up month after month - but if that's what you're playing, that's what'll be in the scores table!

RAINBOW ISLANDS — 642,500
Tim Parker, Norwhich, Norfolk

NAVY SEALS — 181,185
Steven Moug, Ayr, Scotland

MIDNIGHT RESISTANCE — 32,965
Shaun Laughton, Sheffield

TURRICAN 2 — 13,718,860
Philip Roberts, Colchester

RICK DANGEROUS 2 — 31,350
Peter Baker, Solihull, W Mids

BRUCE LEE — 90,550
Lee Tambling, Cornwall

SPECTRUM

It's brain-drain time for Spectrum gamers, with Pipemania, Klax and Tetris all featuring in this month's chart. What a bunch of smarty pants you puzzling creepos are!

PIPEMANIA — 229,000
Wayne Deacon, Chelsea SW10

TETRIS — 117 LINES
Gareth Jenkins, Nr Bridgend, Wales

SUPER OFF-ROAD RACER — $921,000
Mark Baker, Southampton, Hampshire

ST DRAGON — 513,337
Daniel Creser, Barton, Northants

KLAX — 4,229,315
Wayne Deacon, Chelsea SW10

AMSTRAD

As always, the Amstrad scores table stumbles along in the same crumbly old way. So old, in fact, that 1984 horror Friday 13th is bringing up the rear. Quick tip: toddle off to the software shop, buy some games and GET SOME HIGH SCORES!

GAUNTLET — 1,294,660
Jonathan Emmett, Grinstead, W Sussex

GAUNTLET II — 937,496
Jonathan Emmett, Grinstead, W Sussex

TREASURE ISLAND DIZZY — 28 COINS
Gary Thomson, Midlothian, Scotland

FRIDAY 13TH — 131,300
Anthony Liell, Streatham SW16

GHOULS AND GHOSTS — 65,900
Jamie Wright, Argyll, Scotland

SEGA

Still a but sparse, these entries for the Master System scores table, but at least there are some new games amongst the efforts. Gauntlet makes its debut, and Mickey Mouse pops up again alongside the usual crap 'n classics!

GAUNTLET
SCORE = 301,650
Steven Jackson, Aldershot, Hants

MICKEY MOUSE — 418,670
Robert Watt, Dumfries, Scotland

WORLD SOCCER — 11-0 (ENGLAND VS ARGENTINA)
Andrew Smith, Enfield, Middx

AFTERBURNER — 1,847,450
Ian Robins, Yeovil, Somerset

SUPER MONACO GP — GRAND PRIX 16
Paul Beckett, Farnham, Surrey

MEGADRIVE

Well, what can I say? Megadrive owners do themselves proud this month, with entries for Zero Wing, Sonic and Lakers Vs Celtics to name just three of the class titles on show in the 16-bit Sega chart. Keep it up, eh?

ALIEN STORM — 100 (SUPREME MASTER)
Neil Colman, Hemel Hempstead

SONIC THE HEDGEHOG — 480,200
Ian Brett, Worthing, W Sussex

WRESTLE WAR — COMPLETE 1 CREDIT
Peter Lock, Burgess Hill, W Sussex

ZERO WING — 2,320,200
Ian Brett, Worthing, W Sussex

JAMES POND — 24,014,990
Rita Guiness, Newcastle-under-Lyme, Staffs

WORLD CUP '90 — 33-0 (ARGENTINA VS JAPAN)
Boyd Amor Collins, Ruislip, Middx

LAKERS VS CELTICS — SEMI FINAL FIRST GAME
Verloy Patrick, Antwerp, Belgium

MYSTIC DEFENDER — COMPLETE 2 LIVES USED
Peter Lock, Burgess Hill, W Sussex

NINTENDO

Loads of scores for loads of games on the NES, even though most of them are a bit crinkly around the edges. Still, Super Mario Bros 3 should be with us soon, and there's bound to be a deluge of entries for that!

SUPER MARIO BROS II — COMPLETED
Thomas Manley, Wolverhampton, W Mids

PROBOTECTOR — 667,550
Guest Bold, Stourbridge, W Mids

BIONIC COMMANDO — COMPLETED
Andrew Gray, Fife, Scotland

GAUNTLET II — 99,990 LEVEL 123
David Hyder, Chingford E4

WORLD CUP — 44-0 (GERMANY VS CAMEROON)
David Breeds, Hove, E Sussex

GOONIES 2 — 5 GOONIES RESCUED
Rob Brown, Cheam, Surrey

TMNT — 1,593,700
David Bedford, Sydney, Australia

GAME BOY

The Gameboy chart is strangely bare this month, with only a smattering of titles showing up. Is it a blip, or has the Gameboy bubble burst? The latter I cannot believe, so get back to scoring, all you mini-masters!

KING OF THE ZOO — 1,666,000
Alex Street, Bristol, Avon

CHASE HQ — 3,049,618
Mark Wilson, Middlesborough, Cleveland

BURAI FIGHTER DELUXE — 3,965,100
J Evans, Meopham, Kent

PC ENGINE

A very lean time for the Engine, which is a great shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on Engineers, plug in a cart and make a start at some high-scoring hi-jinks, eh?

PC KID 2 — 205,400
Tim Larmer, Epsom, Surrey

HEAVY UNIT — 272,400
Karl Pratt, E Boldon, Tyne & Wear

W-RING — 2,011,970
Karl Pratt, E Boldon, Tyne & Wear

IMAGE FIGHT — 278,900
Karl Pratt, E Boldon, Tyne & Wear

SUPER FAMICOM

Super R-Type blasts its way to the top of the Famicom table, leaving a trail of other great scores in its wake. The good news is that there's a ton of new Famicom titles on the way, so you can look forward to a wealth of new names and new claims to fame soon!

SUPER R-TYPE — 554,600
Matthew Edwards, Meopham, Kent

FINAL FIGHT — 1,364,850 1 CREDIT
Sam Rkaina, Horndean, Hants

ACTRAISER — 20,050
Osama Alkatib, Leeds, W Yorks

ULTRAMAN — 375,200
Alexander Li, London SW12

BIG RUN — COMPLETED - 30 SECS REMAINING
Bjorn Twachtmann, London N6

DARIUS TWIN — 4,650,800
Harmeet Jandu, Glasgow

ARCADES

All kinds of coin-ops feature this ish, from the big names such as Pitfighter and Final Fight to lesser-known ones like Dragon Sabre and Outzone. It's how well you perform, not what you play, that we're interested in for the coin-op chart!

PIT FIGHTER — 3,002,000
Leigh Jackson, Beverley, N Humberside

DRAGON SABRE — 200,250
Leigh Jackson, Beverley, N Humberside

FINAL FIGHT — 4,253,179 (COMPLETE)
Simon Buckett, Hyde, Isle of White

GOLDEN TEE GOLF — -19 SYLVAN LAKES COURSE
Kieran Hynes, Co Offaly, N Ireland

OUTZONE — COMPLETE 2 TIMES 1 CREDIT
Alan Y L Lau, London SE18

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME ..... SCORE .....
GAME ..... SCORE .....
GAME ..... SCORE .....

NAME: .....
ADDRESS: .....
.....
TELEPHONE NUMBER: .....
MY MACHINE IS: .....

KC'S COMPUTERS & CONSOLE MAGIC

3 HIGH STREET, LOUGHBOROUGH
LEICS, LE11 1PY
TEL (0509) 211799 FAX (0509) 881600
Open 9.30am to 6.00pm.Everyday exceptSunday

FAMICOM

Famicom + 2 Joypads
+ 2 Free Games 299.00
Actraizer 40.00
Area 88.....44.00
Augusta Golf.....46.00
Battle Dodgeball.....Call
Darius Twin 40.00
F-Zero.....40.00
Final Fight.....45.00
Pilot Wings 45.00
Super Mario World 40.00
Sim City 48.00
Hole In One Golf.....39.00
Goemon Warrior.....Call
R-Type II.....39.00
Super Ghouls &Ghosts.....Call

LYNX

Lynx Console.....85.00

GAMES FROM £21.95

A.P.B.....Call
Blockout.....24.95
Ninja Gaiden.....29.95

CALL FOR ACCESSORIES & GAMES.

PC ENGINE

PC GT Hand Held and Free Game.....£285.00
Dead Moon.....29.00
Combat Police II 29.00
Legend Hero Toma 34.00
Violent Soldier 24.00
Jackie Chan.....29.00
Moto Roader II.....Call
Hell Explorer.....24.00

Call for all part exchange and used cartridges on consoles.
Many more items for other consoles and computers in stock.
Please phone for more details and ask for Adam or Pete, or call in to the shop

SEGA GAMEGEAR

JPN Gamegear + PSU 94.95
UK Gamegear 99.95
and 3 games.....149.95
2 Ply Link Lead.....19.95
Devilish.....19.00
Eternal Legend.....Call
G-Loc.....19.00
Hastle Golbee.....24.00
Mickey Mouse 24.00
Magical Guy.....Call
Outrun 24.00
Pop Breaker 24.00
Phantasy Zone Gear.....Call
Put and Putter.....Call
Shinobi 24.00
Squeak.....Call
Super Golf 24.00
Super Monaco GP 24.00
Wall of Berlin.....Call
Wonderboy 23.00
Woody Pop.....24.00

CALL FOR NEW RELEASES

MEGADRIVE

JPN Megadrive.....99.95
UK Megadrive.....129.95
Arcade Power Stick 29.95
JPN game Adaptor 9.95
Alien Storm .....J 33.00
Aero Blasters .....J 38.00
Bare Knuckle.....J 38.00
Batman.....J 29.00
Block Out.....33.00
Buster Douglas Boxing....38.00
Centurian.....33.00
DJ Boy .....J 19.00
Dino Land.....J..Call
Devil Crush .....J..Call
Dick Tracy .....J 19.00
Dynamite Duke .....J 19.00
Eswat .....J 19.00
Fantasy Soldier III .....J 33.00
Fantasia.....38.00
Gain Ground .....J 19.00
Golden Axe .....J 24.00
Gynoug .....J 24.00
Hardball 38.00
Jewel Master.....J...Call
J.Madden Amer F'ball.....35.00
Laker V Celtics 37.00
Legend of Riden.....J 33.00
Magical Hat .....J 24.00
Mega Trak .....J 38.00
Moonwalker.....J 19.00
Might and Magic 49.00
NHL Hockey 39.00
Outrun .....J 33.00
PGA Tour Golf.....38.00
Phantasy Star III .....Call
Ringside Angels .....J 33.00
Shadow Dancer .....J 19.00
Spiderman.....J 38.00
Space Battle Gamola ....J...Call
Street Smart.....J 29.00
Strider .....J 24.00
Star Control 38.00
Veritex.....J 28.00
Vapor Trail .....J 38.00
Wardner Forest .....J 19.00
Wrestle War .....J 35.00
Zero Wing .....J 37.00

J=JPN GAME, CALL FOR UK GAME PRICES

SEGA MASTER

Consoles from 49.00
Python 1 Joystick 8.99
Psycho Fox.....23.00
Pacmania 29.00
Forgotten Worlds.....28.00
Kick Off .....Call
Spiderman.....Call
Summer Games 28.00
Ghouls & Ghosts 28.00
Ace of Aces 30.00
Indiana Jones 28.00
Impossible Mission 28.00

Call for all second hand swaps and games

GAMEBOY

Gameboy Pack 64.00
Lightboy.....15.95
Amplifier 13.95
Battery Charge Pack 24.95
Carry Cases From 6.95
Batman.....24.00
Burger Time.....24.00
Bubble Bobble 19.00
Chase HQ.....19.00
Chess Master 17.00
Dr Mario.....17.00
Dragons Lair.....24.00
Fortress of Fear.....19.00
Ghostbusters II 24.00
Gremlins II 19.00
Heianky Alien 10.00
Maru's Mission.....24.00
Mickey Mouse Danger.....24.00
Navy Seals 24.00
Ninja Boy 19.00
Operation C 24.00
R-Type.....24.00
Radar Mission 19.00
Robo Cop 24.00
Spuds Adventure.....24.00
Side Pocket 19.00
Sumo Wrestling 19.00
Skate Die Bad Rad.....24.00
Solomans Club 24.00
Tail Gator.....24.00
WWF Superstars 24.00

AMIGA

AMIGA 500 1 MEG CARTOON CLASSICS PLUS 5 PIECES OF PUBLIC DOMAIN SOFTWARE, 5 BLANK DISKS, DISK BOX, MOUSE MAT, DUST COVER
£369.95

PHILIPS MKII 8833
£249

ROCTEC EXT.DRIVE
£59

DISKS AND BOXES	
QTY	
10 3.5 DSDD	3.99
50 3.5 DSDD	17.50
100 3.5 DSDD	35.00
10 CAPS BOX	.99
40 CAPS BOX	3.80
80 CAPS BOX	4.25
120 CAPS BOX	6.80

ZYDEC ZY-FI AMP
£39

AMPLIFIED STEREO SPEAKER SYSTEM

Postage costs: £1 per order, plus £5 on hardware,
Payment accepted for 24 hr despatch,
Postal Order, Visa, Access, Mastercard, Eurocard
cheques goods despatched subject to clearance,
Please enquire on part exchange games for all consoles.

SHOP
MON-FRI 09.30 - 20.00
SAT 0.90 - 17.00.
SUN 10.00-16.00

VISA **PRESTON GAMES** Access

MAIL ORDER
MON-FRI 09.30 - 20.00
SAT 0.90 - 17.00.
SUN 10.00-16.00

13 LOWTHIAN STREET, PRESTON, LANCASHIRE PR1 2EP
TEL: (0772) 54857

NINTENDO FREE FREE FREE CONVERSION
(NOT INC POSTAGE)

YES!! WE WILL CONVERT YOUR NES CONSOLE TO PLAY THE LATEST USA GAMES AS WELL AS ENGLISH FOR FREE!!
WHEN YOU BUY A NEW USA CART FROM US.
NOW AVAILABLE :
BART VS SPACE ALIENS
DUCK TALES
WWF WRESTLE MANIA
ROBOCOP II
SUPER MARIO BROS III
+ MANY MANY MORE
RING
0772 54857
NOW FOR DETAILS

MEGADRIVE NEW RELEASES

JAPANESE

BARE KNUCKLE	29.95
DINOLAND	34.95
OUTRUN	34.95
JEWEL MASTER	29.95
GALAXY FORCE II	PHONE
BEAST WARRIORS	PHONE
GOLDEN AXE II	PHONE
EL VIENTO	PHONE
DEVIL CRASH	PHONE

UK/USA

FANTASIA	39.95
SPIDERMAN	39.95
NHL ICE HOCKEY	39.95
STREETS OF RAGE	PHONE

WE WILL TAKE YOUR USED GAMES IN PART EXCHANGE AGAINST NEW RELEASES
RING 0772 54857 FOR QUOTE

GAME GEAR NEW RELEASES

JAPANESE

BOXXLE	PHONE
BERLIN WALL	PHONE
CHASE HQ	19.95
DRAGON CRYSTAL	19.95
DEVILISH	19.95
G.LOC	19.95
MAGICAL GUY	19.95
MICKEY MOUSE	19.95
OUTRUN	19.95
GRIFFIN	PHONE
GG SHINOBI	19.95
WONDERBOY	19.95
WOODY POP	19.95

PHONE (0772) 54857 FOR FREE MASSIVE PRICE LIST NEW/USED ALL SYSTEMS

PLEASE ADD £1.00 P&P EACH FOR ALL CARTS EXCEPT GAMEBOY & GAME GEAR 50P EACH
PLEASE RING FIRST TO CHECK AVAILABILITY

BYTE SIZE AMIGA

All aboard! That Mother of all Reviewers, PAUL RAND, steers the good ship Bytesize through the stormy Amiga software seas and comes across a couple of crackers and a dose of jippy tum...

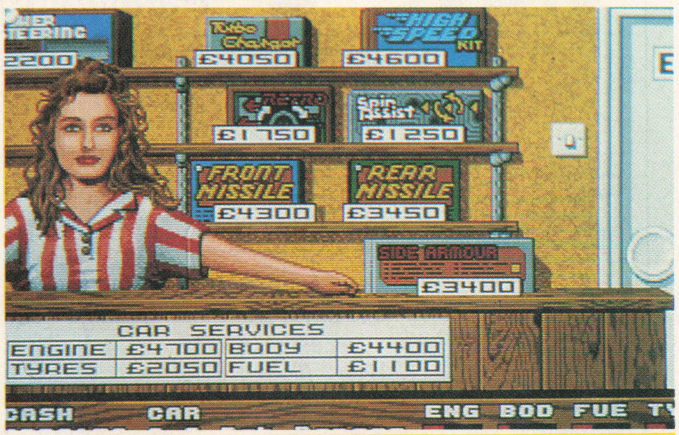
SUPERCARS

GBH **£7.99**

In the future, all car races will be like this. Kitted out with the relevant armoury, bands of drivers head out onto the highways and attempt to come first using any means possible - and if that calls for such drastic action as bombarding the opposition with missiles, then so be it. With the money made for a respectable placing, new cars and better equipment can be bought, and if the racer has enough of a silver coating on his tongue, he may be able to blag a bit of sponsorship, too.

Supercars on the Amiga is racing in the true Super Sprint fashion, only this game has twenty-seven huge, multi-directional scrolling tracks instead of about four static little tiddlers. This is race-driving for hard men and, even though the graphics verge on the average, the action more than makes up for that.

OVERALL 89%



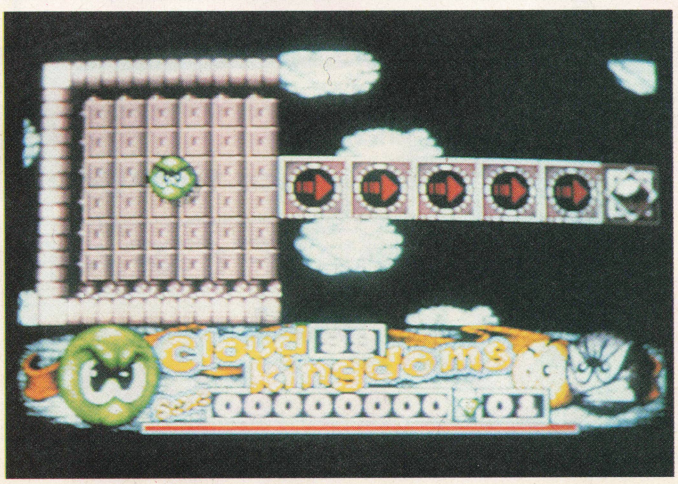
CLOUD KINGDOMS

GBH **£7.99**

Terry is upset. Rightly so, considering he's a green, spherical object trapped in the thirty-two lands which make up the Cloud Kingdoms by Baron von Bonsai, who won't let him out until he's collected all the magic crystals scattered around. Needless to say, there's a load of baddies kicking around, watching and waiting to kick you into touch - not to mention various obstacles to hold up Terry in his quest.

Cloud Kingdoms is a superb game, reminiscent of cutesy console cartridge. The various baddies such as magnets and eight-balls all look superb and the action is certainly hectic enough. Cloud Kingdoms was well-received at full-price and, now its on this new budget label, you'd be absolutely ball-oody mad to miss it!

OVERALL 85%



ARCADE TRIVIA QUIZ

ZEPPELIN **£7.99**

Pub trivia sims have been the darling of budget softco's for, oooh, absolutely yonks, and here's another one to tickle the fancy of those too young to go into the local drinking hole and fritter away their hard-earned spendable. Up to three players can participate in the game, which has them choosing question cards representing a number of different topics in order to reach the top of the pile, at which point they are eligible to try for up to a fiver in simulated sovs in the Cash Run!

Some love 'em, others loathe 'em. I for one enjoy playing pub trivia games both in the flesh, as it were, and on computer. Zeppelin's Arcade Trivia Quiz is one of the best of the bunch, featuring fun graphics for a program of this kind and some really up-to-the-minute questions. Good fun.

OVERALL 79%

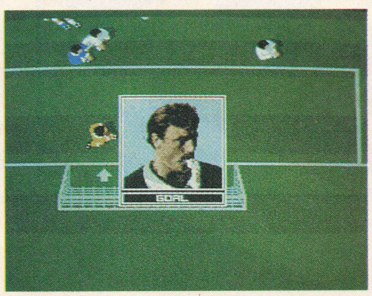
ENGLAND CHAMPIONSHIP SPECIAL

GRANDSLAM **£25.99**

En-ger-land, En-ger-land, En-ger-land! We've got the best footy team in the world, and it's only through bad luck that we got knocked out by Germany in the World Cup, everyone knows that. Anyway, Grandslam have produced this game-of-the-team, featuring a Kick Off-style bird's eye view and the whole of the England Squad to choose from, including digitised piccies of each player!

Unfortunately, the view is the only part of England Championship Special which has anything in common with my favourite game of all time - the rest of this effort is a travesty of the national sport. The players all bunch together in their area of the pitch, so you'll have all the defenders, midfield and forwards in little groups, leaving no scope for wing-play and such. The game is, frankly, a sick joke, and should only be loaded so as to scare the kids into doing their homework.

OVERALL 21%



MVL SOFTWARE

MAIL ORDER DIVISION OF ESTABLISHED RETAILER
TEL 0354 56433 FAX 0354 660861
CAL;LERS WELCOME UNTIL 10PM EVERYNIGHT
TRADE ENQUIRES WELCOME

SEGA 16 BIT WITH ONE GAME **£129.99**

TEL 0354 56433

SEGA MASTER SYTSEM II £59 99

SEGA MASTER SYSTEM PLUS £79 99

WIDE CHOICE OF NEW + 2ND HAND GAMES MASTER SYSTEM FROM £6 MEGADRIVE £13 NEW STOCKS DAILY.

MVL FOR
- ★ SEGA GAMEGEAR OFFICIAL UK
- ★ SEGA GAMEGEAR GAMES BOTH UK + JAP
- ★ NINTENDO NES + GAMES UK + USA
- ★ NINTENDO CONVERTION FOR USA CARTS
- ★ GAMEBOY
- ★ GAMEBOY GAMES NEW + 2ND HAND PRICES FROM £12
- ★ ATARI LYNX + GAMES
- ★ SUPER FAMICOM
- ★ SUPER FAMICOM GAMES NEW + 2ND HAND

MVL PART EXCHANGE SERVICE FOR CONSOLES + CARTRIDGES RING OF DETAILS.

NEW GAMES DAILY JUST A SELECTION OF WHAT WE ARE ABLE TO OFFER. AUTOMATIC MEMBERSHIP WITH 1ST ORDER ASK FOR DETAILS. P+P £1 SOFTWARE £6 CONSOLES ALL 1ST CLASS POST. CHEQUES + POS TO:-
MVL
WHITEHART BUILDING
NENE PARADE, MARCH CAMBS, PE15 8PH

Access BARCLAYCARD VISA

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

SEGA MEGA DRIVE
Nintendo
NINTENDO SUPER FAMICOM
PC Engine
PC SUPER GRAFX
SNK Neo-Geo
INTELLIVISION
GAME GEAR
NINTENDO GAMEBOY
SEGA
COLECO VISION
ATARI 2600 and 7800
PC Handheld

Also available one great video (over 400 games shown)
What Games can I buy?
Which console is compatible?
Do I need a monitor? What is SCART?
How about NTSC–PAL–SECAM?
All these, and more, answered for just £14.95 plus £1.00 p&p. Order Now.

LYNX CHESS CHALLENGE

NOW IN STOCK

WHY WAIT? ORDER NOW!

TELEGAMES,
Wigston, Leicester LE8 1TE
(0533 880445) (0533 813606)
SAE for full list or 'phone you order now
Still Europe's Largest Video Game Centre

WIN A MUDDY FOX

0898 55 55 45

WIN a stupendous Nintendo SUPER FAMICOM worth over £30
Just 3 questions to answer.

0898 55 55 38

WIN

WIN a STONKING SEGA MEGADRIVE
DON'T miss out
Dial

0898 55 55 39

GET IN GEAR
For your chance to WIN a SEGA GAMEGEAR
DIAL

0898 55 55 37

Calls require permission of the person paying the bill. Winners drawn at random from all correct entries recieved. Calls cost cost 36p (cheap rate) 48p (other times) per min CAML PO BOX 1803 London NW1 8NQ

C64 BYTE SIZE

In your town tonight: PAUL RAND introduces C64 Bytesize, in which the Northern know-it-all imparts his worldly knowledge, and writes a few reviews...

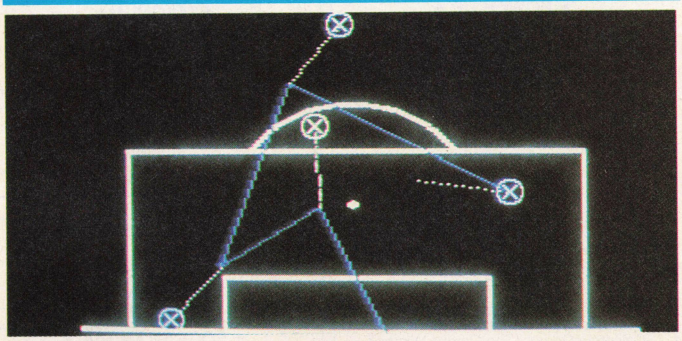
FOOTBALLER OF THE YEAR 2

GBH **£3.99**

Become the top striker in the country in this re-release from new budget label GBH, not by playing football but by buying goal cards and answering various footballing questions. There's the possibility of transfers, providing you've put away enough goals and, if you've done really well for your side, there's even the opportunity of a call-up from the internationals!

Footballer of the year is little more than a football quiz game - great if you're well clued-up on the national game, not so hot if you aren't. The programmers haven't exactly gone to town spicing up the presentation either: drab graphics and text-only screens do little to spark any excitement.

OVERALL **60%**



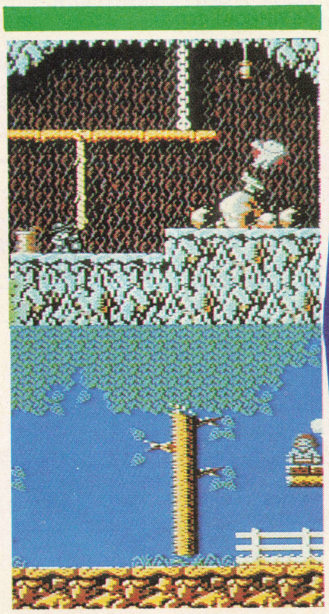
RED HEAT

HIT SQUAD **£3.99**

Become Arnie Shwarzenegger and take on the role of Captain Ivan Danko as he tracks down the evil Russian drug dealer Viktor Rostavili across four stages in the game based on the money-spinning movie, originally released at full price by Ocean. Beginning in a Soviet sauna, the action then switches to the streets of Chicago, where Russia's hottest cop must tackle the city's toughest gang - the Cleanheads.

The game is displayed in a cinematic style, with only the top half of the characters in view. Not only does this add atmosphere to Red Heat, it also allows for some pretty huge graphics to shift about at a fair old pace. Couple the four main stages with a few bonus screens such as crushing rocks with your bare hands by frantically waggling the joystick and there you have it: an above average interpretation of a great movie.

OVERALL **74%**



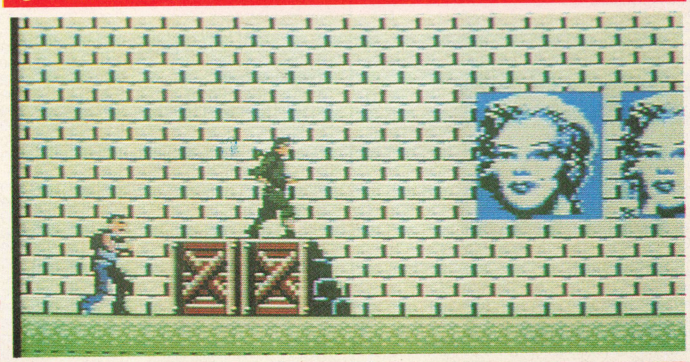
SHINOBI

MASTERTRONIC **£3.99**

Oh lordy! Bwah Foo has taken hostage all the children from Joe Mushashi's school of ninja training, and threatens to kill them all if his demands aren't met. Joe, being a master at the art of ninjitsu, won't stand for such cowardice and decides to go off in search of his pupils before they cop it. What ensues is a multi-stage beat 'em up converted from the cult coin-op, in which Joe must call upon all his ninja skills to fight his way through the henchmen of Foo, rescuing the youngsters as he finds them.

Shinobi, originally released by Virgin Games, is a cracking conversion of the coin-op, featuring graphics and gameplay so close to the arcade version you'll be trying to shove ten pees into the cartridge slot of your 64! Even the shuriken-hurling bonus screen has been included, almost pixel perfectly! A cracker of a budget game - buy it immediately.

OVERALL **90%**



IMPOSSAMOLE

GBH **£3.99**

Don the mantle of Monty Mole, complete with cape, in his last adventure - this time set on an alien planet invaded by attackers whom Monty has been asked to dispose of. Containing over two hundred screens spread over five levels, Monty must collect weapons and destroy baddies, whilst ensuring he hangs onto his own life for as long as possible.

The Monty Mole saga has been ongoing since, it seems, the dawn of time, exciting players each time, so it's a bit of a letdown to find that the last in the series is actually the worst - due mainly to the frustrating, die-every-second gameplay. Graphics aren't too bad, but why bother when the game itself just isn't much fun?

OVERALL **64%**

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton. WV2 4AN.
Tel: 0902 25304. Fax: 0902 712751

Access

AMERICAN EXPRESS

VISA

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

ATARI ST & AMIGA GAMES

	S.T	A.G
3-D Construction Kid **(New)**	27.99	34.99
3-D Pool **(New Price)**	9.99	9.99
688 Sub Attack	N.A	17.50
1943	7.99	7.99
A.M.O.S. 3D **(New)**	N.A	24.99
A.M.O.S. Games Creator	N.A	34.99
A.P.B.	7.99	7.99
A.T.F. 2	17.50	N.A
Advanced Destroyer Sim	17.50	17.50
Advanced Fruit Machine	6.99	6.99
Africa Korps	21.50	21.50
Altered Destiny	N.A	21.50
Armour Geddon	N.A	17.50
Arnhem	N.A	13.99
Backgammon	17.50	17.50
Bards Tale 3	N.A	17.50
Batman the Movie	N.A	6.99
Battle Chess	17.50	17.50
Battle Chess 2 **(New)**	N.A	17.50
Battle of Britain	21.50	21.50
Beach Volley **(New Price0**	7.99	7.99
Blade Warrior	N.A	17.50
Blood Money **(New Price)**	7.99	7.99
Budokan	N.A	9.99
Burger Man	7.99	7.99
Cabal **(New Price)**	7.99	7.99
California Games	7.99	7.99
Captive	17.50	17.50
Car-Vup and Torvak the Warrior	17.50	17.50
Carrier Command	9.99	9.99
Centurian	N.A	17.50
Centrefold Squares	9.99	9.99
Challenge Golf 3-D	17.50	17.50
Champion of Raj	17.50	17.50
Chase HQ 2	17.50	17.50
Chess Champion 2175	21.50	21.50
Chuck Rock	17.50	17.50
Chuckie Egg 1 or 2	9.99	9.99
Cloud Kingdoms **(New Price)**	7.99	7.99
Cohort Fighting for Rome	21.50	21.50
Colossus chess 10	9.99	9.99
Conflict Middle East	N.A	21.50
Continental Circus	7.99	7.99
Corporation + Mission Disc	17.50	17.50
Cricket (1 meg Only)	N.A	21.50
Cricket Captain	17.50	17.50
Curse of Azure Bonds (1 Meg)	21.50	21.50
Daily Double Horse Racing	9.99	9.99
Daley Thompsons Olympic Chall	7.99	7.99
Darkman	17.50	17.50
Deadline (Infocom) **(New Price)**	7.99	7.99
Defender of the Crown	9.99	9.99
Degas Elite	17.50	N.A
Deluxe Scrabble	13.99	13.99
Deluxe Paint	41.99	N.A
Deluxe Paint 3	N.A	55.99
Deluxe Strip Poker	9.99	9.99
Disney Animation Studio	N.A	69.99
Double Dragon	N.A	7.99
Dragon Spirits	7.99	7.99
E-Motion **(Special Offer)**	3.99	3.99
Elite **(Special Offer)**	12.99	N.A
Emlyn Hughs Int Soccer	17.50	17.50
European Super League	17.50	17.50
The Executioner	N.A	17.50
Eye of the Beholder	N.A	21.50
F15 Striker Eagle 2	24.99	24.99
F16 Combat Pilot	17.50	17.50
F19 Stealth	21.50	21.50
F29 Retaliator	17.50	17.50
Famous Five	13.99	17.50
Fantasy World Dizzy	6.99	6.99
Fast Food	6.99	6.99
Ferrari Formula One	9.99	9.99
Final Whistle	8.99	8.99
Flight of the Intruder **(New)**	24.99	24.99
Flood	9.99	9.99
Football Director 2	13.99	13.99
Footballe rof the Year 2	7.99	7.99
Frenetic	17.50	17.50
Fruit Machine	6.99	6.99
Full Contact	N.A	9.99
Fun School 3 (U 5)	17.50	17.50
Fun School 3 5-7 Years	17.50	17.50
Fun School 3 7+	17.50	17.50
Games Summer Edition	7.99	7.99
Gauntlet 2	7.99	7.99
Geisha	17.50	17.50
Genghis Khan	N.A	24.99
Gods	17.50	17.50
Golden Axe	17.50	17.50
Grandstand **(New)**	21.50	21.50
Hard Drivin'2 **(Special Offer)**	9.99	9.99
Hunter **(New)**	21.50	21.50
Impossamole **(New Price)**	7.99	7.99
Interceptor **(Special Offer)**	N.A	9.99
Int. Champ Athletics	17.50	17.50
Jack Nicklaus (1 meg)	N.A	21.50
James Pond **(Special Offer)**	9.99	9.99
Jet **(Special Offer)**	N.A	17.50
Kenny Dalglish Soccer Manager	7.99	7.99
Kick Off 2	13.99	13.99
Kick Off 2 (1 Meg)	N.A	17.50
Kick Off 2 the Final Whistle	8.99	8.99
Kick Off 2 Winning Tatics Add On	7.99	7.99
Kid Gloves **(New Price)**	7.99	7.99
The Last Battle **(New)**	17.50	17.50
Last Ninja 2	7.99	7.99
League Challenge **(New Price)**	6.99	6.99
Leather Goddesses of Phobos	9.99	9.99
Lemmings	17.50	17.50
Licence to Kill	7.99	7.99
Life and Death	17.50	17.50
Little Puff	6.99	6.99
Logical **(New)**	13.99	13.99
Lombard R.A.C. Rally	7.99	7.99
Lords of Chaos	17.50	17.50
Lotus Esprit Turbo Challenge	17.50	17.50
M1 Tank Platoon	21.50	21.50
Man. Unt.	13.99	17.50
Nan. Unt. Europe	17.50	17.50
Mega Traveller 1	21.50	21.50
Mercs	17.50	17.50
Midwinter 2	24.99	N.A
Mighty Bombjack	13.99	17.50
Moonwalker	7.99	7.99
Mr Do Run Run	6.99	N.A
Multi Player Soccer Manager	17.50	17.50
Navy Seals	17.50	17.50
Never Mind **(Special Offer)**	6.99	N.A
New Zealand Story **(New Price)**	7.99	7.99
Nightbreed (The Action Game)	N.A	9.99
North and South	7.99	7.99
Operaiton Harrier **(Special Offer)**	6.99	6.99
Operaiton Stealth	17.50	17.50
Operaiton Wolf	7.99	7.99
Oriental Games **(Special Offer)**	6.99	6.99
Outrun	7.99	7.99
P.G.A. Tour golf	N.A	17.50
P.P. Hammer	N.A	17.50
Pacmania **(Special Offer)**	6.99	N.A
Panza Kick Boxing	17.50	17.50
Player Manager	13.99	13.99
Pool of Radiance (1 Meg Only)	N.A	21.50
Populous/Sim City	21.50	21.50
Populous New Worlds	6.99	6.99
Powermonger	21.50	21.50
Price of Persia	17.50	17.50
Pro Boxing sim	7.99	7.99
Pro Flight Sim	27.99	27.99
Pro Tennis Tour 2	17.50	17.50
Quadrel	17.50	17.50
Quest for Glory 2	N.A	27.99
Question of Sport	9.99	9.99
R.B.I 2	21.50	21.50
R-Type 2 **(New)**	17.50	17.50
Rail Road Tycoon (1 Meg)	24.99	24.99
Red Heat **(New Price)**	7.99	7.99
Renegade Legion (1 Meg)	N.A	24.99
Robin Smiths Internaional Cricket	17.50	17.50
Robocop 2	17.50	17.50
Rocket Ranger **(New Price)**	9.99	9.99
Rorke's Drift	17.50	17.50
Run the Gauntlet	7.99	7.99
Secret Monkey Island (1 Meg)	17.50	17.50
Secret of Siolver Blades (1 Meg)	N.A	21.50
Sherman M4	7.99	7.99
Shinobi **(New Price)**	7.99	7.99
Shufflepack Cafe **(New Price)**	7.99	7.99
Sim City/Populous	21.50	21.50
Skidz **(New Price)**	7.99	7.99
Skychase **(New Price)**	9.99	9.99
Snowstrike **(Special Offer)**	6.99	6.99
Speedball	9.99	9.99
Speedball 2	17.50	17.50
Spindizzy Worlds **(Special Offer)**	9.99	9.99
Spirit of Excalibur	21.50	N.A
Spot	13.99	13.99
Stack Up **(New)**	7.99	7.99
Steve Davis Snooker	9.99	9.99
Striker Manager **(New)**	17.50	17.50
Super Cars **(New Price)**	7.99	7.99
Super Cars 2	17.50	17.50
Super Monaco Grand Prix	17.50	17.50
Super Off Road Racer	17.50	17.50
Switchblade	7.99	7.99
Switchblade 2	17.50	17.50
Swiv	17.50	17.50
Team Yankee	21.50	21.50
Teenage - Turtles **(Special Offer)**	9.99	9.99
Tennis Cup **(New Price)**	7.99	7.99
Tetris	13.99	13.99
Three Stooges	9.99	9.99
Thunderblade	7.99	7.99
Thunderhawk **(New)**	21.50	21.50
Toki	17.50	17.50
Toobin	7.99	7.99
Tournament Golf	13.99	17.50
Tower Fra	N.A	17.50
Toyota Celica GT Rally	17.50	17.50
Treasure Island Dizzy	4.99	4.99
Treble Champions	6.99	6.99
Trivial Persuit	13.99	13.99
Turf Form/System 8 (Horse Racing & Pools)	9.99	9.99
Turrican 2	17.50	17.50
T.V. Sports Football **(New Price)**	9.99	9.99
Typhoon Thompson **(New Price)**	7.99	7.99
U.M.S. 2 (1 Meg nly)	21.50	21.50
Ultima 5	21.50	21.50
Wacky Darts	6.99	N.A
War Zone	13.99	13.99
Waterloo **(New Price)**	9.99	9.99
Wings of Fury **(New Price)**	7.99	7.99
Winnings Tactics	7.99	7.99
Wonderland	N.A	21.50
World Championship Soccer	13.99	17.50
World Champ Boxing Manager	13.99	13.99
World Class Leaderboard	7.99	7.99
Worlds at War **(New)**	N.A	17.50
Xenon	7.99	7.99
Xenon 2	9.99	9.99
Xybots	7.99	7.99
Zork 1 or 2 or 3	9.99	9.99

SIXTEEN BIT COMPILATIONS

★ VIRTUAL REALITY VOL 1 ★
Midwinter, Carrier Command, Stunt Car Racer, Star Glider 2, & International Soccer Challenge
AMIGA 24.99 ST 21.50

★ ADDICTED TO FUN ★
Bubble Bobble, Rainbow Island & New Zealand Story
ST & AMIGA 13.99

★ POWER UP ★
Rainbow Islands, Turrican, Chase H.Q., X-Out & Altered Beast
ST & AMIGA 21.50

★ MAGNUM★
RVF Honda, Oriental Games, Satan, Pro Tennis tour & After the War
ST & AMIGA 17.50

★ HOLLYWOOD COLLECTION ★
Robocop, Ghostbusters 2, Batman The Movie & Indiana Jones L.C.
ST & AMIGA 21.50

★ VIRTUAL WORLDS ★
Driller, Total Eclypse, The Crypt & Castle Master
ST & AMIGA 21.50

★ CLASSIC 4 (RENAISSANCE) ★
Invaders, Asteroids, Galaxions & Centipede
ST & AMIGA 7.99

★ DOUBLE DOUBLE BILL ★
T.V. Sports Football, Wings, Lords of the Rising Sun & T.V. Sports Basketball
ST & AMIGA 24.50

★ SPORTING GOLD ★
California Games, The Games Winter & Summper Editions
ST & AMIGA 21.50

★ SOCCER MANIA ★
Microprose Soccer, Football Manager 2, Gazza's Super Soccer & Football Manager World Cup Edition
ST & AMIGA 17.50

★ FISTS OF FURY ★
Double Dragon II, Shinobi, Ninja Warrior, Dynamite Dux
ST & AMIGA 21.50

★ POWER PACK ★
Xenon 2, T.V. Sports Football, Bloodwych & Lombard T.A.C. Rally
ST & AMIGA 21.50

★ WHEELS OF FIRE ★
Turbo Outun, Chase HQ, Powerdrift & Hard Drivin'
ST & AMIGA 17.50

★ FINALE ★
Paperboy, Ghosts & Goblins, Space Harrier & Overlander
ST & AMIGA 17.50

★ GRANDSTAND ★
World Class Leaderboard, Pro Tennis Tour, Continental Circus, Gazzas Super Soccer
ST & AMIGA 21.50

★ SPORTING WINNERS★
Daily Double Horse Racing, Steve Davis Snooker & Brian Clough's Football Fortunes
ST & AMIGA 17.50

★ HOLLYWOOD COLLECTION ★
Robocop, Ghostbuster 2, Batman the Movie & Indiana Jones L.C.
ST & AMIGA 17.50

★ T.N.T. ★
Hard Drivin', Toobin, Xybots, A.P.B. & Dragon Spirit
ST & AMIGA 17.50

3.5 INCH DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.59
10	5.50
25	12.50
3.5 40 PIECE DISC BOX	6.99
3.5 80 PIECE DISC BOX	7.99
3.5 120 PIECE DISC BOX	9.99
MOUSE MATS	2.99
ST & AG EXTENSION LEADS 5.99	

AMIGA EXPANSIONS

AMIGA 1/2 MEG EXPANSION WITH OR WITHOUT CLOCK	29.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton. WV2 4AN

ORDER FORM

NAME .....

ADDRESS .....

.....

POSTCODE.....TEL NO : .....

PREVIOUS CUSTOMER Y / N.....REF NO:.....

Name of Game	Computer	Value
	Postage	
	Total	

POSTAGE RATES : Please add 50p for post & packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2.

PAYING BY CHEQUE - Cheques payable to Software City.

Card No:.....Expiry Date .....

Signature.....

Date .....

EUROPEAN ORDERS
MASTER CARDS
EUROCARD ACCEPTED

CVG 10/91

BYTE SIZE ATARI ST

SUPERCARS

GBH **£7.99**

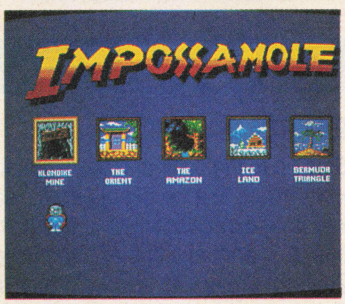
Jump into the seat of your sports car and take on the other lunatics in a 27-stage race to find out just who owns the most super car. If you aren't happy with the way the vehicle is performing (and if you've been placed high enough up the field to earn enough cash), then slope into the parts shop and acquire the relevant bits and bobs. There are weapons to buy and use if you don't think your driving skill is up to scratch, and sponsorship deals to tie up in order to get a bit more money in your racing kitty.

Super Cars may not look up to much, but playing the game takes you right back to the glory days of Super Sprint, only with far superior, eight-way scrolling tracks, weapons-a-plenty and many more opponents to go up against. High-powered playability is the order of the day and, at this price, you'd be car-razy to miss out!

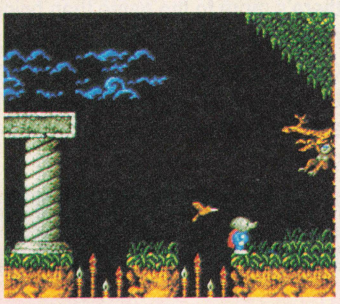
OVERALL **89%**

IMPOSSAMOLE

GBH **£7.99**



Monty Mole, star of a whole host of early 8-bit hits, makes an appearance on the ST as budding savior of an alien planet, who need him to utilise his uniqe talents and save their world from intruders. What ensues is a two hundred-plus screen arcade adventure involving running, jumping, shooting and killing as Monty does his best for interplanetary relations. Impossamole could have been quite an enjoyable budget game were it not for the fact that the main character is a pain in the neck to control, making for frustrating gameplay in the long-run. Graphically, the game's fine, albeit rather basic, but because of the annoyance factor, one to leave on the shelf.



OVERALL **61%**

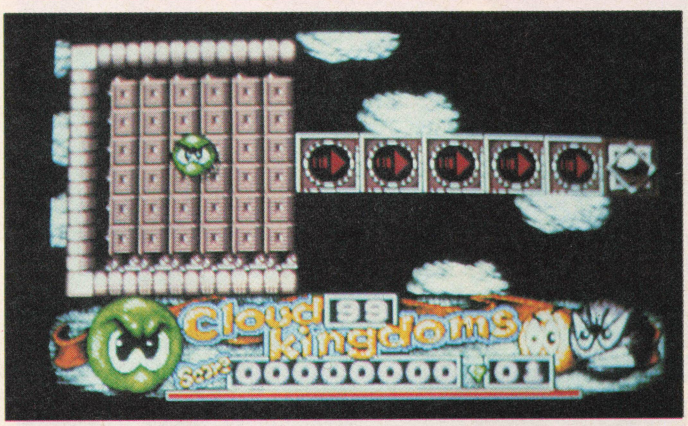
It's that Bytesize time again, with blonde bombshell PAUL RAND strutting his stuff across the ST marketplace, looking good for the ladies and taking in a few choice titles along the way...

CLOUD KINGDOMS

GBH **£7.99**

If round, green balls with wide eyes are your "thang", then perhaps this could be the game for you. It stars Terry the Spheroid, whose job it is to to retrieve the magic crystals nicked by Baron von Bonsai, who has stashed them around the thirty-two areas which make up the Cloud Kingdoms. I reviewed this first time round and enjoyed it, remarking upon its Quedex style of gameplay and its jolly, console-esque look. Cloud Kingdoms has aged well, playing more like a puzzle game than an arcade thrasher, and is well worth the dosh.

OVERALL **86%**

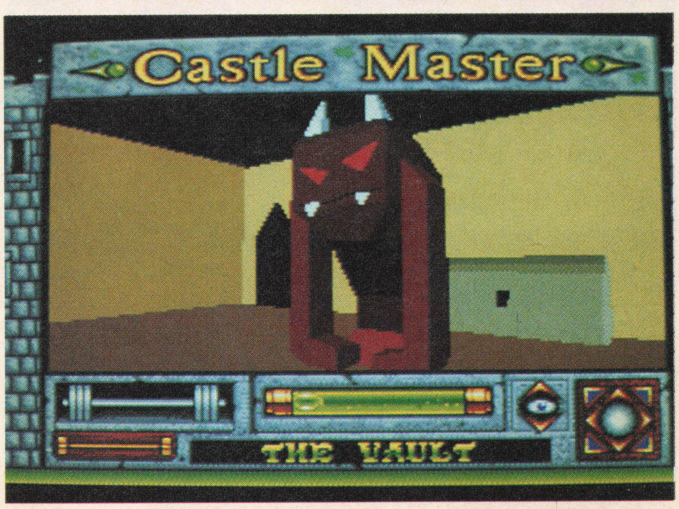


VIRTUAL WORLDS

Not the fab, new Virtual Reality home system that you've always wanted, but a collection of games created by Incentive using the Freescape 3D graphics system, on which the brilliant 3D Construction Kit is based. Driller, Total Eclipse and Castle Master all make an appearance, as does The Crypt - a previously unreleased sequel to the latter title.

All four games featured in the Virtual Worlds compilation are well worth the effort, graphically beautiful and extremely challenging, giving the player many, many moons of jolly gaming pleasure. Even if you have one of the titles in the collection already, nip out and give Virtual Worlds a whirl.

OVERALL **88%**



BYTE SIZE SPECTRUM

Hasta la Vista, baby! Arnie lookalike PAUL RAND turns up the heat in Spectrum Bytesize. He'll be back...

IMPOSSAMOLE

GBH **£3.99**

Monty is back, this time in supermole form as he helps the inhabitants of a friendly planet resist the overtures of an alien army. Using all his wit, guile and whatever weapons he can find, Monty must traverse the 200-plus screens spread across five levels before he can defeat the invasion force.

Impossamole could have been, like all the Monty games preceeding it, classic platform fare. Unfortunately, it suffers from a dodgy control system making for frustrating play. Graphically pleasing, sonically what you'd expect for a Speccy, Monty Mole comes a cropper in the playability stakes.

OVERALL **62%**

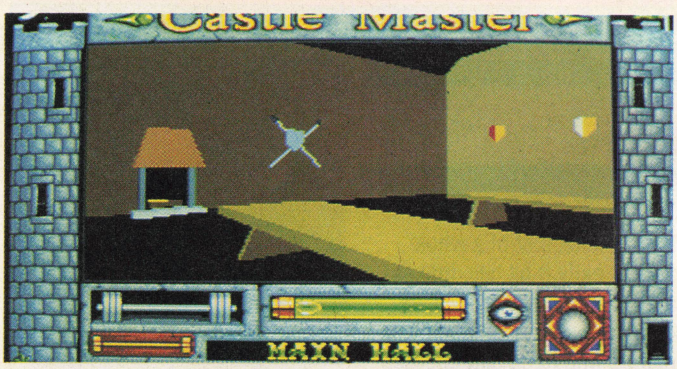
VIRTUAL WORLDS

DOMARK **£19.99**

Take the most ground-breaking graphics system ever devised. Use it to make three of the best ever Spectrum games. Lump them all together in a box. And chuck in a previously unreleased sequel to one of the titles for good measure. That's Virtual Worlds in a nutshell. Driller, Total Eclipse, Castle Master and The Crypt (aforementioned sequel to CM). All utilising the Freescape system of 3D Construction Kit fame.

All four games are of such a high quality they'd probably shift for around a tenner apiece. So at a price of just under a score for all four, we are talking bargain! The graphics are great, the puzzles are brain-bending and the value is enormous. You'll be playing these lot for months!

OVERALL **92%**



JOCKEY WILSON'S DARTS

ZEPPELIN **£3.99**

Step up to the oche and challenge the rotund Scotsman himself, Jockey Wilson, to a variety of games, each played on the dartboard. As well as the traditional game of 501, take on the former world number one at Shanghai, Football, Dart Bowls, Ten-Dart Century or Scram. Zeppelin prove with Jockey Wilson's Compendium of Darts that there's more to the game than being fat and drinking lots of beer. Graphically, the game is uninspiring, but what can you do to make a dartboard exciting? The games themselves are imaginitive and fun to play, especially against a friend, but if you have to go solo there are three difficulty levels to keep you away from the bar and on the oche.

OVERALL **80%**

RED HEAT

HIT SQUAD **£3.99**

Ruskie drug dealer Viktor Rostavili has evaded capture and escaped to Chicago, and who's got to go and him down? Arnold Schwarzenegger, that's who, in the role of Captain Ivan Danko. Ocean first released Red Heat at full price, but now have deemed to offer the game on their budget label. It's a four stage affair, with Arnie and co seen from the waist up using a cinema-effect graphic style. There are a couple of bonus screens too, from crushing a hot rock with your bare hands to joining together pieces of a one dollar note.

Red Heat didn't exactly set the world on fire first time around, mainly due to its samey gameplay. As a cheapie title, however, it's a bit of an eye-opener, with big, fast sprites and a reasonable level of difficulty. It won't take that long to complete, but you can't argue for under four quid, can you?

OVERALL **79%**

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

FOUR GREAT COMPETITIONS
ONLY ONE PHONE CALL!!!

WIN A FAMICOM
plus Super R-Type and Ghouls n Ghosts!

0839 - 007795

WIN A MEGADRIVE
with Sonic and others!

0 8 3 9 0 0 7 7 9 5

WIN A SEGA GAME GEAR

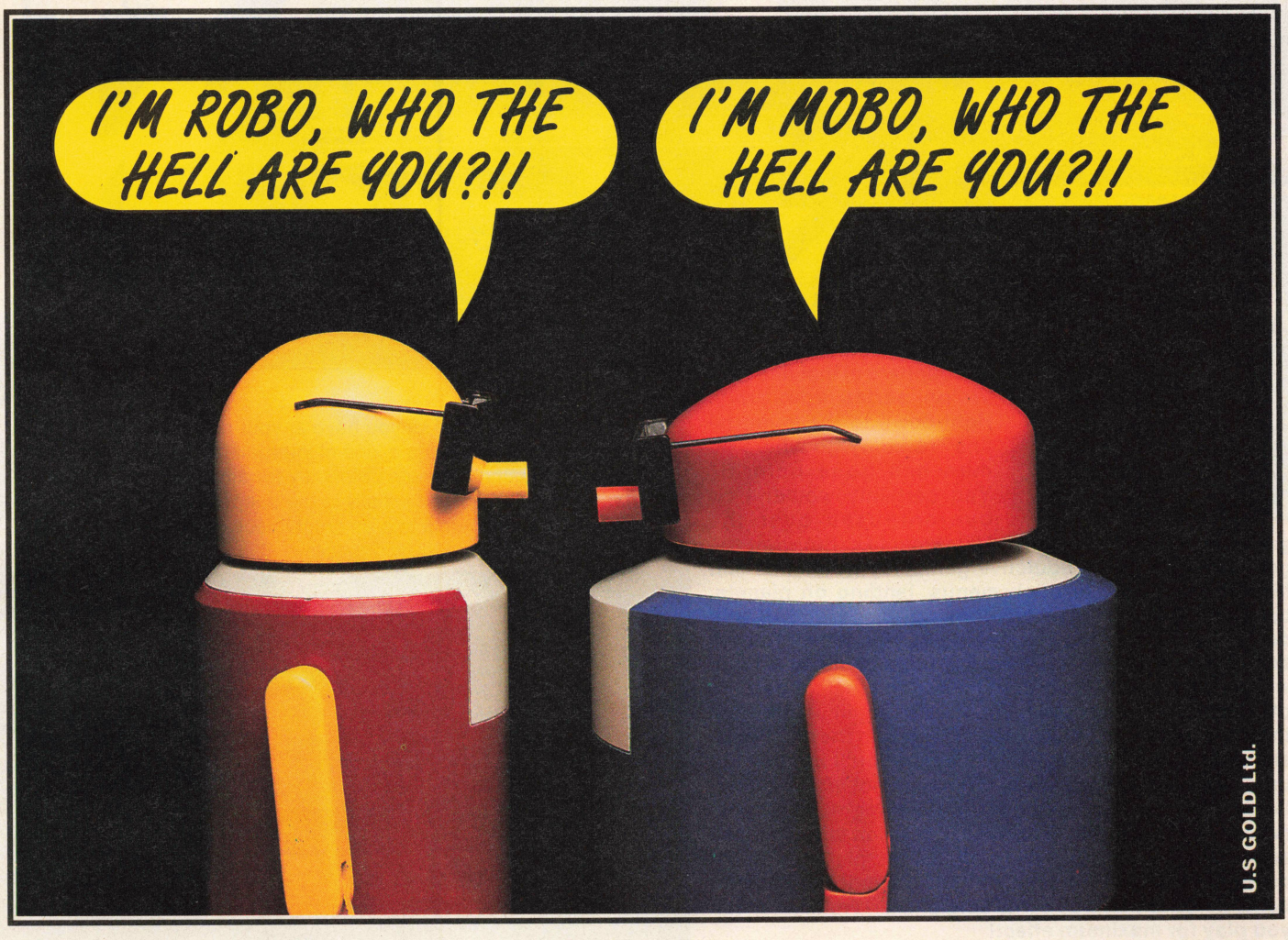
0839 - 007795

WIN WICKED FOOTWARE

Get to a phone fast!!!!

Calls cost 34p per min cheap rate and 45p all other times one winner per comp. please ask permission before phoning. Play to Win Luton LU1 3QR. (0582) 413943

WIN! WIN! WIN! WIN! WIN! WIN! WIN!



REVIEW

MEGADRIVE £TBA

BY ELECTRONIC ARTS

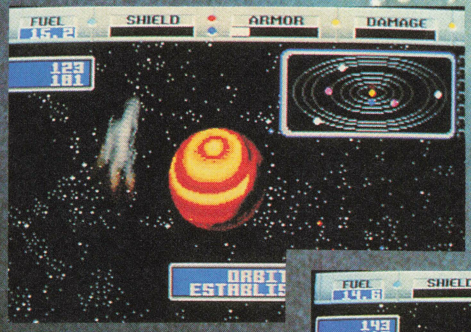
Space, the final frontier. Generally a dark and quiet place, lacking in excitement and almost entirely devoid of interesting or thrilling occurrences. Things are about to change, however. A dirty great star is about to collapse and the sun around which the planet Arth orbits is about to shuffle off its mortal coil.

When stars snuff it, they tend to go out with a bang, taking rather large chunks of the galaxy with them. Obviously the citizens of the planet Arth are not best pleased at this turn of events and would frankly rather it all happened somewhere else. The planet's desperate leaders have reached the bottom of the barrel and decided to ask you for help.

Things must be desperate. Being the all round good guy that you are, you agree to help and set about a plan of vast importance. Will you daringly fly a spacecraft into the heart of the star? Will you alter the orbit of your planet and pull it to safety? No. You'll do a spot of trading.

The object of the game is to make as much money as you can mining and trading minerals and hopefully find a planet suitable for colonisation in the process. So it's a race against time before the planet Arth is utterly destroyed by the rapidly expanding sun. Heroes and Stock Marketeers only need apply...

A promising planet with dodgy weather



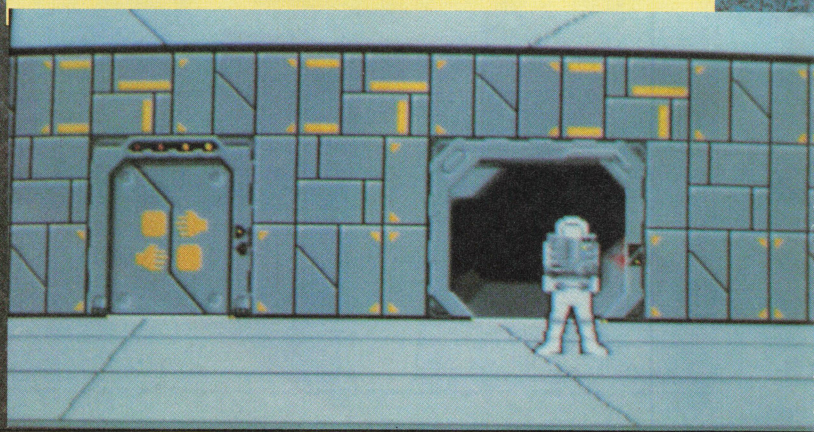
HO, ALIEN CONTACT AT LAST!

Starflight is most definitely a game for the Trekkies amongst you, capturing the atmosphere of that fine television series admirably, right down to the immortal line "to boldy go where no man has gone before!" You certainly wouldn't be overenthused over the graphics, which are plain and workmanlike, but what will get you going is the addictive gameplay which has you flicking frantically through menus, landing on planets, conversing with dangerous-looking aliens and, if you don't like the way they're looking at you, blowing them back whence they came! What Starflight could have done without is the tedious task of having to create a new set of characters each time you begin again - although there's a battery back-up to save games, in the all-important early stages of playing you'll find you'll be drawing up new crew members more often than not after inadvertantly straying into hostile territory, slagging off the locals and being swiftly destroyed. If you can survive these early hassles, then Starflight allows the player to settle down to an absorbing time with the Megadrive. Remember to listen to that wonderful single "Star-Trekkin'" when you play for maximum effect!

PAUL RAND

TV TIMES

The most useful bit of kit you have at your disposal is the TV (Terrain Vehicle). This is a kind of intergalactic beach buggy, capable of crossing the most unfriendly terrain in the galaxy. Upgrading the TV allows it initially to dig deeper and if you earn enough, you can turn it into an amphibious mining platform and utilise undersea Endurium deposits.



FLIGHT

CVG HIT

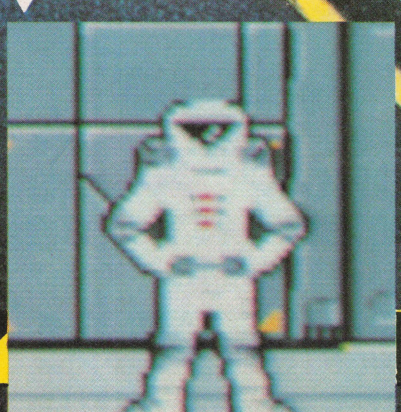
You could do with some of that nickel and tungsten

BACK AT THE RANCH

At the start of each mission, you find yourself in a corridor full of doors. These doors are really a graphically depicted options menu. From here you can service and refuel your ship, name and assign your crew as well as receive your all important orders. The setup screens are lengthy, but fortunately a save game option allows you to back up your more successful missions on the cart.

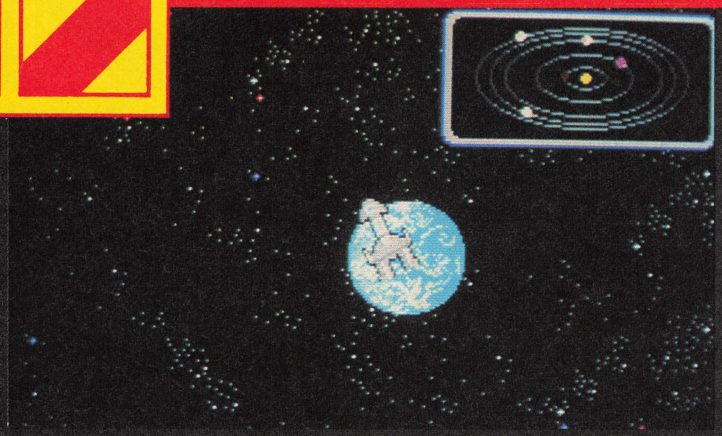
Back to the depot for a spot of trading

This is you and what a handsome spaceman you are!



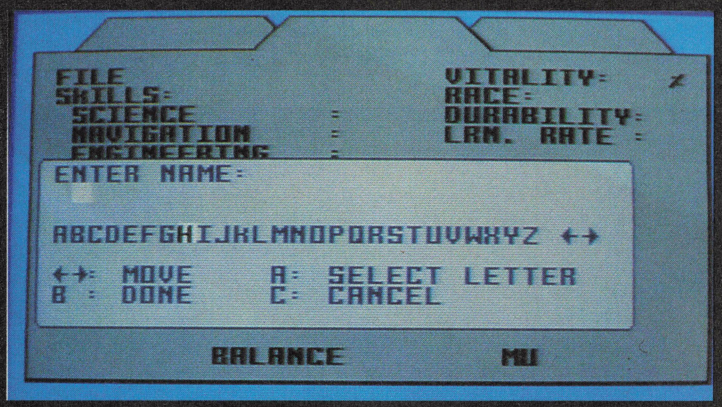
REVIEW

STARFLIGHT



An orbit is secured around an Earth-like planet

Yuk! you don't want to land here!



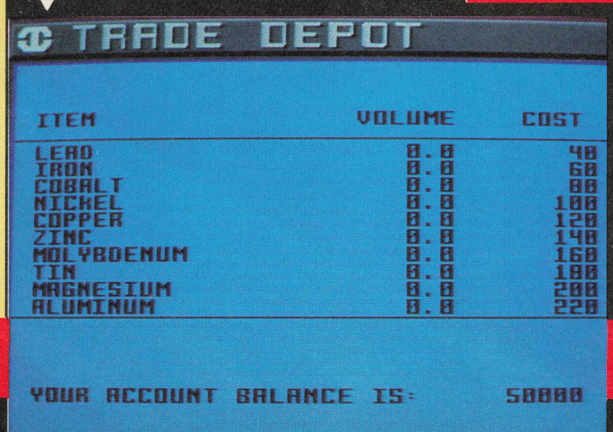
Hmm. Space trading in much the same mould as Elite, only without the arcade sequences to break up the economic frenzy. If strategic and financial planning are the kind of things that turn you on, then Starflight is almost ideal. It takes a tried and trusted theme and puts it together with some nice graphics and, at times, wonderful sound. The action is a lot deeper and more complex than first appearances would suggest and the range and scope of the game is enormous. The control method, icon and menu driven is beautifully designed and is a joy to use. The "Universe" available in this game is probably just as large as the real thing. Just making your way around the mapped sections will probably take you months and there's a lot more out there to see. Initially dull, Starflight draws you in and keeps you playing long after bedtime...

FRANK O'CONNOR

DIG FOR YOUR LIFE!

The only way to get anywhere in this game is to mine. The mineral Endurium is the pivot upon which the galaxy's financial security balances. Endurium is the raw fuel for starships and without it space travel takes a very long time. Your Arth bosses will pay you handsomely for any that you can get hold of and you can use the money to upgrade your mining equipment.

This planet is chock-a-block with spanky metals!



MEGADRIVE

GRAPHICS	71
SOUNDS	88
PLAYABILITY	90
LASTABILITY	94
OVERALL	**91**

SPIDER - MAN AVAILABLE FOR **OUT NOW**

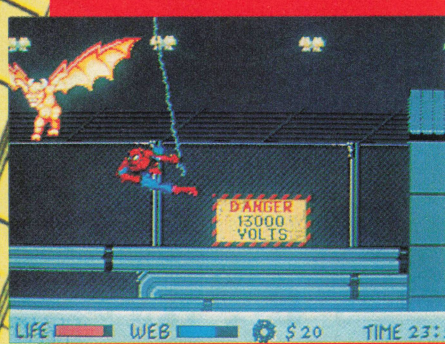
MASTER SYSTEM & MEGA DRIVE

NEW FROM SEGA SPIDER-MAN

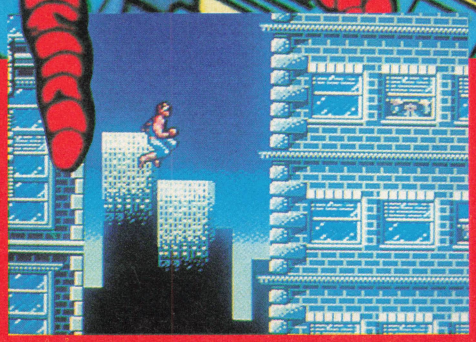
OUT NOW!

24 HOURS - AND NEW YORK IS HISTORY!
SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND.....

BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM. TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB SLINGER MUST DEFEAT THE EVIL SCHEMES OF WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD.....



WITH THE HELP OF DR. STRANGE - THE SORCERER SUPREME, SPIDER MAN MUST TACKLE **6** LEVELS, FROM SKYSCRAPERS TO SEWERS - DESTROY NUMEROUS BAD GUYS AND COLLECT **5** KEYS TO SAVE THE CITY.. **THE CLOCK IS TICKING!**



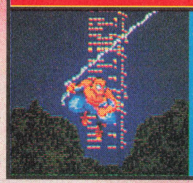
SEGA

THE WORLD'S GREATEST CONSOLE MAG!!!

MEAN MACHINES

£1.75
NO 12 SEPT

THIS MONTH'S SPECI



◀MEGADRIVE SPIDERMA
10 INCREDIBLE PAGES OF
AMAZING NEW-LOOK PRE
GOAL ON NINTENDO!
GAMEBOY CHOPLIFTER I

SEGA

MEGADRIVE

SUPER FAMICOM

NINTENDO

GAMEBOY

GAME GEAR

UN SQUADRON

THE BEST SUPER FAMICOM GAME YET?

OUT NOW

STREETS OF RA

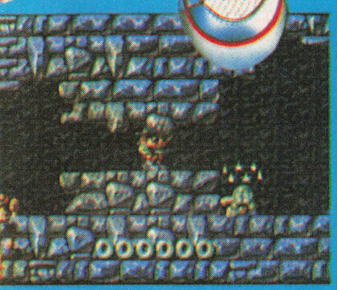
THE GREATEST MEGADR
BEAT 'EM UP EVER!

THE ISSUE 36 • SEPTEMBER 1991 DM 12.00 Lire 8,300 £2.50

51,625* Readers Can't Be Wrong!
*ABC Jan-June 1991

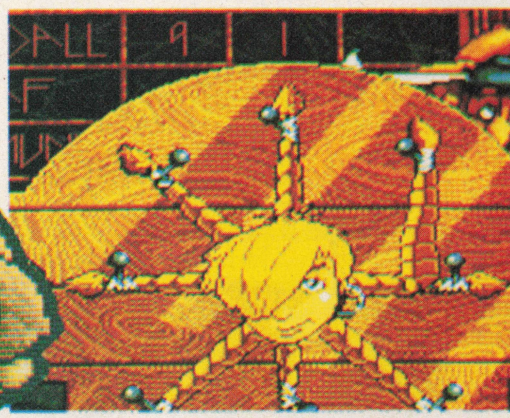
One for AMIGA GAMES

Britain's Biggest-Selling Amiga Games Mag – And That's Official!



POCKET POWER!

The Bitmaps Delve Deep For A Dose Of Arcade Action



HEIMDALL

Your First Chance To See Core's Norse Adventure

IT'S VIKING GOOD!

TWO MORE FULLY-PLAYABLE GAME DEMOS!

Gremlin's Pegasus and Infiltrator from Psygnosis

OUT NOW

...EE YOUR NEWSAGENT

On a wing and a prayer with Gremlin's **PEGASUS**

Beast 2 meets the Killing Game Show in Psygnosis' **INFILTRATOR**

WIN! A Trip To The Lucasfilm Ranch In California!

THE ULTIMATE GAMES MACHINE!

What the stars would like to see – page 39

BRAVE NEW WORLD

Gremlin's Utopia Takes On Populous and Sim City

INSIDE THIS ISSUE:

- **STUNNING** – Eye Of The Storm by Empire
- **THUNDERHAWK** – Core Has Lift-Off
- **ROD-LAND** – So Cute It'll Make You Puke
- **PEDAL TO THE METAL** – With Lotus 2

09
9 770962 289034

REVIEW

AMIGA £30.99

BY IMAGEWORKS

Bet you thought the planets were formed as a direct result of gravitational forces around the sun, pulling together meteors and other space particles at such speed that they fuse together to form a single mass. Rubbish! They were created by gods in a spherical glass arena and given over to these deities who then battle it out to win overall control of the new world.

But no-one would expect such powerful beings to fisticuff between themselves. Oh no, as usual it's the poor humans who are given that task. Each god directs a race of people, who must do whatever they can to take the planet for their god - meaning they've got to pro-create to form new life, which in turn allows the pople to amass larger armies, build new structures and invent new, more devastating weapons.

Mega-lo-Mania is a simulation of one such holy war, fought on a planet consisting of 28 islands split into groups or Epochs. Beginning on the least technologically creative Epoch with only rocks and sticks available to use against the enemies, your God must strive to reach the last island - the far-future Mother Of All Battles - where your followers fight with laser weapons. And all along the way can be invented such delights as catapults, muskets, airplanes and even thermo-nuclear devices!

THE KEY TO CONQUEST

The key to success in Mega-lo-Mania lies with the power of invention. Starting with only simple sticks and stones, the further along the evolutionary scale your followers progress the better the weapons become. In the Middle Ages, for instance, it's possible to build giant catapults, whilst in the late Twentieth Century the world becomes a more frightening place with the introduction of nuclear weapons!

UPDATE

Mega lo Mania should be going totally manic on your ST by the time you read this. No other versions are planned - boo hoo!

MEGA-LO

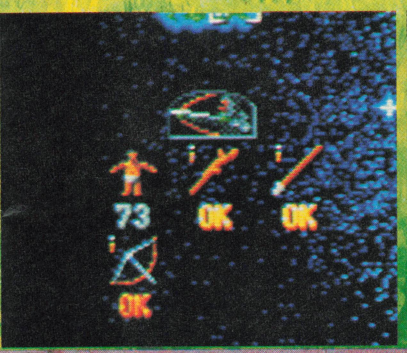
ELEMENTARY, HONESTLY!

You can't build with fresh air! In order to make those new inventions come bursting into life, the people need to find elements with which to create their toys. The most basic elements can be acquired just by picking them up off the ground, but the better ones needed to build the best weapons are deep underground and can only be reached by building a mine - available from 3000BC.

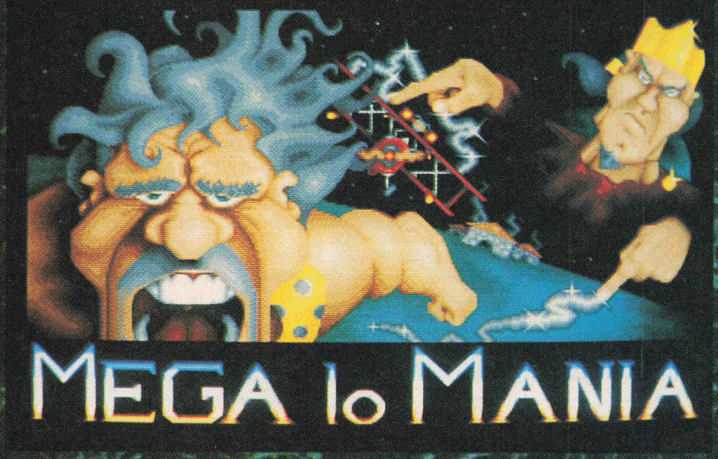
CVG HIT

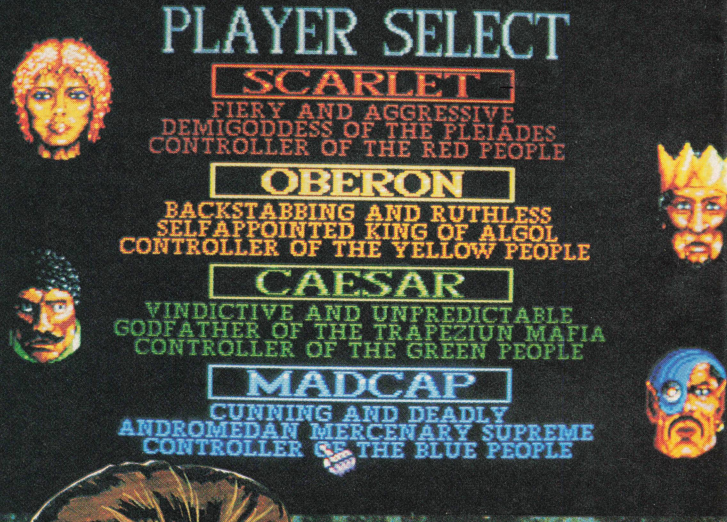
The idea behind Mega-lo-Mania is very much in the Powermonger mould - become a leader of people and invent weapons to crush the opposition. This game takes the concept a stage further though, with the introduction of evolution and the ability to create some quite staggering armoury the more civilised the people become. The feeling you get when you take to the air in 1915 for the first time is immense, and just imagine the power in your hands following the invention of nukes! Graphically, Mega-lo-Mania is hardly inspiring: each island is made up of static screens containing rather flat land. But it's not this side of the game which makes it so wonderful - the 800K or so of clear, sampled speech informing the player of completed weapons, offers of alliances from other gods and such like more than make up for the relative drabness of the visuals. Mega-lo-Mania is a wildly addictive game, although fairly stunted in size, consisting of only twenty-eight islands, fifteen of which I've already completed. Luckily, though, I've noticed that the next island is all but impossible to complete successfully, but it's a fair bet that I'll be persevering with Mega-lo-Mania until I do, along with the rest of 'em.

PAUL RAND



O-MANIA





I'LL HAVE THAT ISLE, I WILL

The planet is made up of nine Epochs, each containing three islands. The player starts each Epoch with one hundred humans initially under his power, but these men must be shared between all three islands, calling for a fair bit of strategy (and just a hint of trial and error!) in selecting the correct amount of people for each island. For example, while you may storm through one game without a hitch, you may have used too many followers and left yourself short for the remaining two!

At first glance, I was tempted to write this game off as yet another Powermonger clone. How wrong can you be? In its own weird, wacky and wonderful way, Mega-lo-Mania is completely original and a whole heap of fun. The first island is a bit of a scene-setter and fairly easy, but from then on the game becomes progressively more challenging - and supremely addictive. One of Mega-lo-Mania's great strengths is its subtle humour - and there are some fine graphic and sonic touches to be found throughout the game as you progress ridiculously onwards to thermonuclear war. "Ergonomically tewwific!" burbles the machine as your minions come up with some new weapon with which to kill those poor unfortunates who happen to live next door. The game is extremely playable, but I'm not so sure how it will stand up in the long-term playability stakes. Once you've seen it all the desire to replay the game will quickly wane. That said, rest assured it'll be ages before you do!

TIM BOONE

AMIGA

GRAPHICS	84
SOUNDS	93
PLAYABILITY	92
LASTABILITY	87
OVERALL	**91**

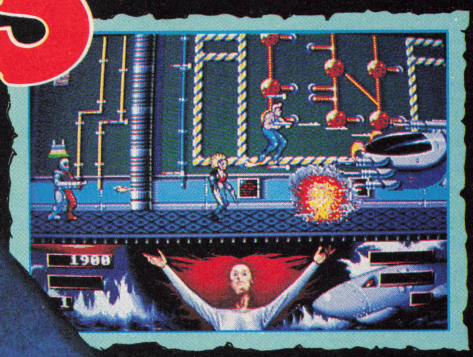
JUST WHEN YOU THOUGHT IT WAS SAFE

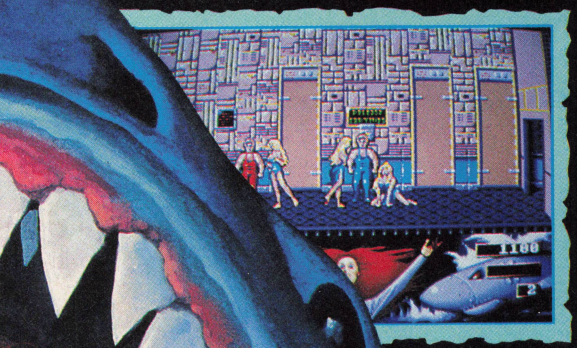
THUNDER JAWS™

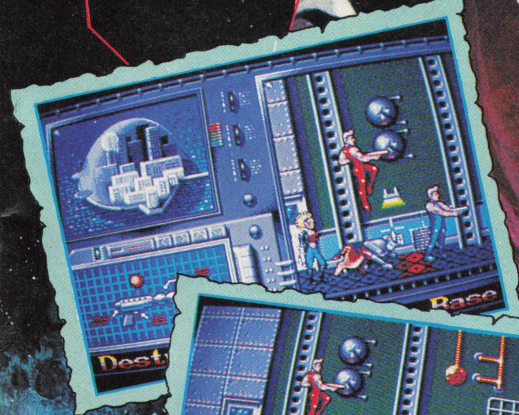
fast, blasting shoot 'em up makes ThunderJaws a must for all arcade addicts. Gripping excitement and non-stop action from start to finish. Stand and buy now!!

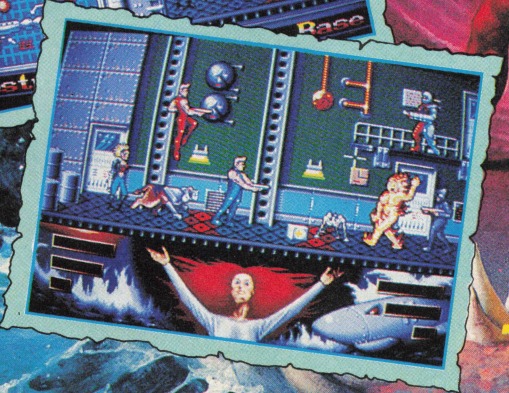
Take the plunge, dive into the deep and confront cybernetic sharks, enemy divers and all manner of evil – the work of the devilish Madame Q.

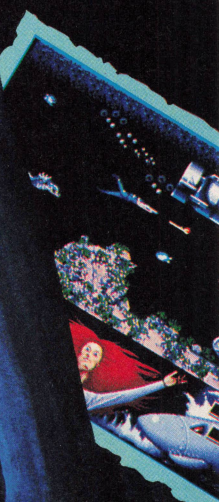
Your mission: infiltrate her base, rescue hostages and destroy her subterranean fortress. Pick up flame throwers, defeat the hordes of henchmen and battle with armies of monstrous genetic mutants. This furious shoot out gives no respite. The action's non-stop from the start of this fantastic multi-level extravaganza. Gulping Excitement to the very last Bite!!











DOMARK

TENGEN

Programmed by: The Kremlin
© 1991 TENGEN INC. All rights reserved. ™Atari Games Corporation
Software, Artwork & Packaging © 1991 Domark Software Ltd
Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224
Available on: Amiga, Atari ST, Commodore 64 cass & disc, Amstrad cass & disc, Spectrum Amiga & Atari ST Screenshots

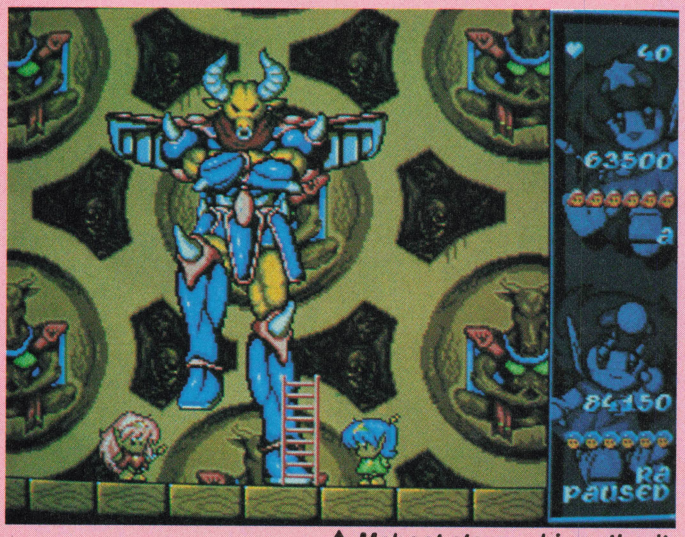
REVIEW

AMIGA £25.99
C64 £11.99

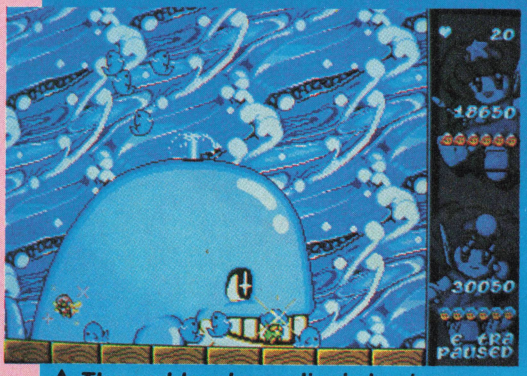
ROD

Tam and Rit are two pointy-eared fairies from the land of Rod. Out playing one day they were quite dismayed to learn from a passing stranger that their Mom had been kidnapped and taken to Maboot's Tower, where horrible antics would doubtless ensue. Well, who could leave a parent in that sort of trouble? Not Tam and Rit, that's for sure! Off they trot to the local Wiz, who kits them out with magic shoes and Rods of Sheeshanamo along with a map of the Rodland.

A conversion of the Jaleco coin-op, Rodland follows the fortunes of the two imps as they traverse the 44 perilous levels of Maboot's domain. Armed only with their special shoes and rods, Tam and Rit must go up against the dastardly hordes of everyone's least favourite kidnapper, doing in the minions of Maboot, racking up the points and moving ever closer to Mom. Hurrah!



▲ *Maboot stamps his authority.*



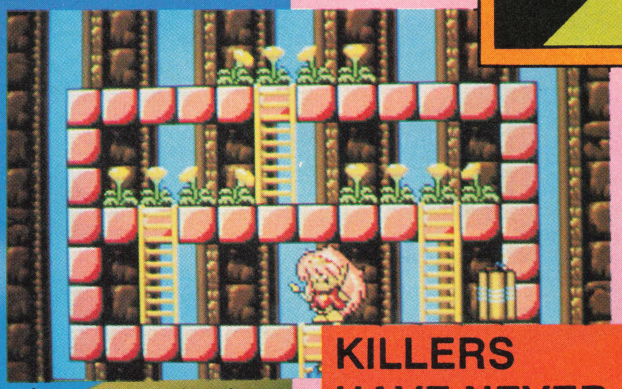
▲ *The end-level guardian's having a whale of a time!*

After what seems like a neverending supply of death, destruction and general mayhem in the gaming world of late, Storm get back to the cutesy, console style with Rodland - and how! The concept of the game is a cross between Bubble Bobble and that age-old favourite, Panic (you know, the one where you have to hit monsters with a hammer!) which was a pull for me anyway as I love both of those classics. Then there's the graphics, as colourful and cute as even the most sickly of games. The blurb accompanying Rodland reads "So cute, it'll make you puke." They weren't far wrong! With an array of superb backdrops featuring on the Amiga version, C64 Rodland has to settle for black backgrounds and fairly blocky sprites similar to Bubble Bobble. In a way this is a good thing as the unremarkable visuals allow the classy gameplay to stand out. Both games include some fine sound, adding even more to the already electric atmosphere, but it's the gameplay which you buy software for, and Rodland is stuffed brim full of that...

PAUL RAND

▲ *Stop rabbitting on and sort out those Uni-Buns!*

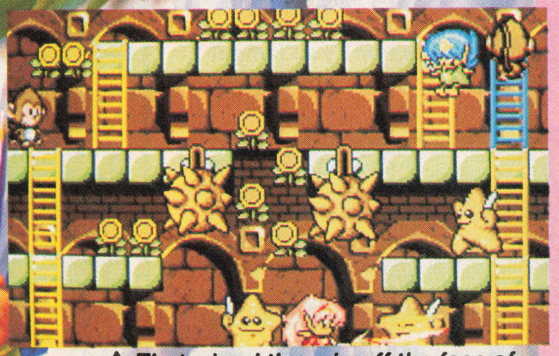
OLAND



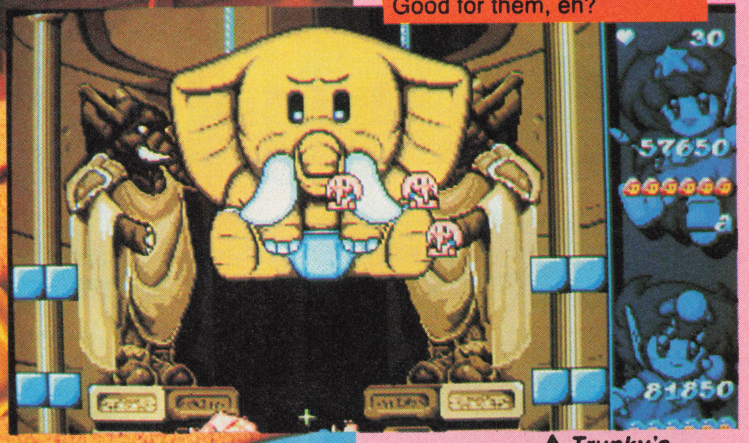
▲ That's one level cleared of nasties!

KILLERS HAVE NEVER LOOKED SO CUTE!

Rodland is cute to the core, and our two heroes even manage to dispose of their foes in lovely little ways! Instead of blowing them to bits (which, quite honestly, is what those horrid ugly bad guys actually deserve) Tam and Rit catch them with little ray guns and throw them around a few times to give them headaches worse than Paul Rand's hangovers. Our darling duo have a pretty cute way of getting out of trouble and reaching all those places cute little dwarfs normally have a bit of trouble: at the touch of a button they build ladders to climb their way out of trouble! Good for them, eh?



▲ That wiped the grin off the face of that cocky starfish!



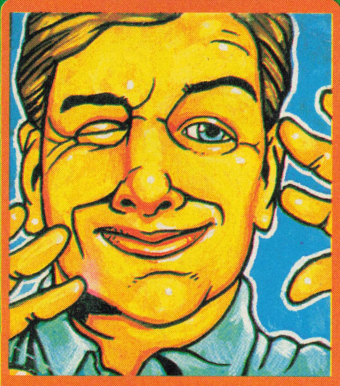
▲ Trunky's indiscriminate use of his children gets right up Rit's nose.

◀ A bit of a breather for the girls.

REVIEW

RODLAND

▲ *Just some of the meanies you'll meet in Rodland.*



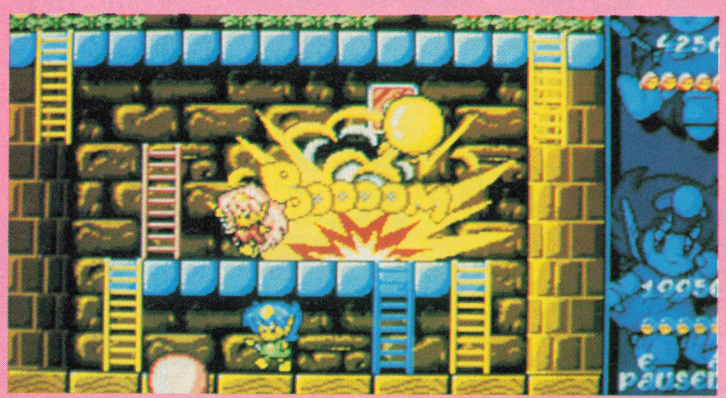
Sick to death of shoot 'em ups? No, nor am I - but that doesn't mean you can't enjoy Rodland! One of the cutest cutesy romps to coochy coo its way into the arcades is here to tickle your fancy at home - and what a gloriously gooey little romper-suit romp it is!

It may be a darling little game, but does that mean it's easy? Do me a favour, diddums! Behind that flower-power sunshine loveliness lurks some wickedly addictive gameplay in the true style of the arcades - faithfully captured in these Amiga and C64 conversions. OK, the graphics are a bit so-so simple and the sound will drive you ga-ga, but the finely tuned gameplay will send you crying for mummy - it's that 'ard. In the best traditions of some of the arcade classics the game undoubtedly owes its origins to, Rodland is sufficiently original to keep you interested. Then the gameplay keeps you hooked while the tunes slowly drive you mad. A thoroughly enjoyable platform romp with knobs on and definitely worth a waggle at the earliest opportunity!

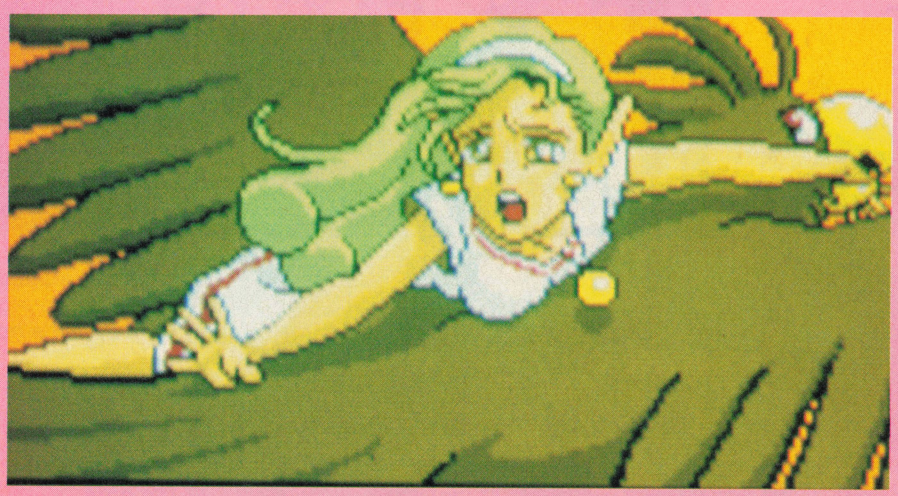
TIM BOONE

FLOWER POWER FAIRIES

Collecting all the flowers on each level changes the monsters left on the screen into Kaburra which, when biffed with the Rods of Sheesanamo, eject a letter. When all the letters making up the word EXTRA are collected, a very nice fairy godmother appears to give you lots of points. Now isn't that cute?



◀ *Tam shows just how bad a night on the curry can be.*



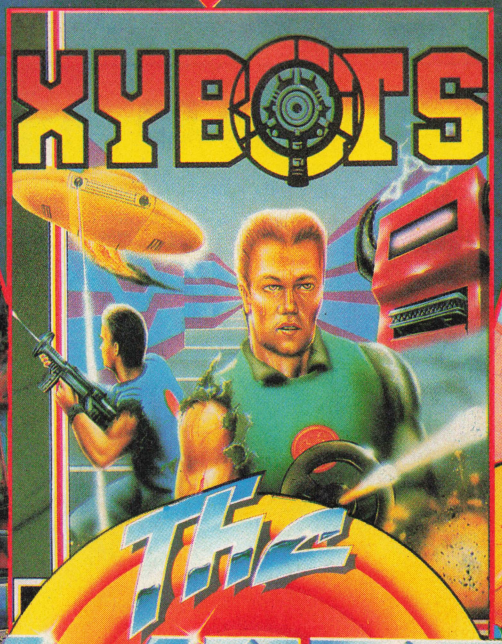
AMIGA

GRAPHICS	88
SOUNDS	85
PLAYABILITY	88
LASTABILITY	84
OVERALL	86

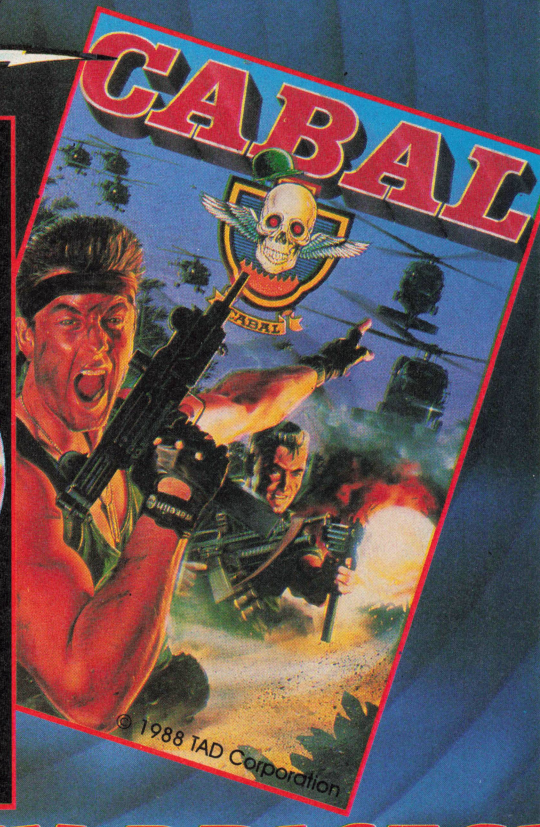
C64

GRAPHICS	78
SOUNDS	88
PLAYABILITY	88
LASTABILITY	85
OVERALL	85

THE BEST IN QUALITY GAMES



The Hit Squad



TM & © 1964 DC Comics Inc.

AT POCKET-MONEY PRICES!
ONLY £3.99 EACH

ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD

HIT NAMES · HIT GAMES · HIT SQUAD

THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 9LX

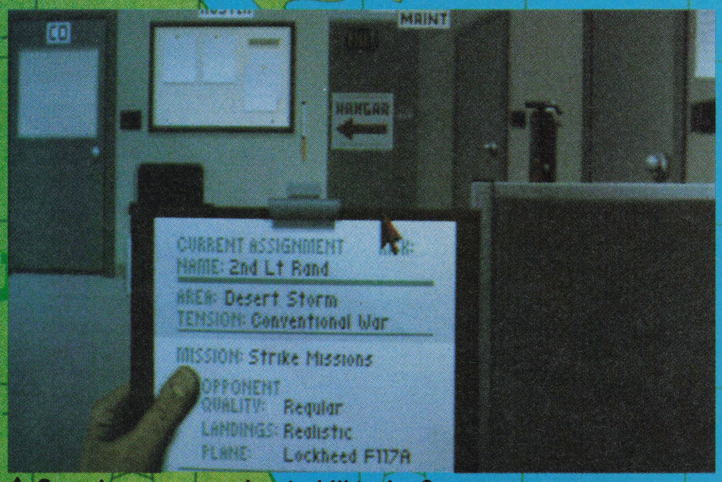
REVIEW

PC **£39.99**

BY MICROPROSE

When Microprose brought out their simulation of the then classified Stealth Fighter plane, it met with critical acclaim and sold more than a few copies. Now, with much more detail available on the aircraft and massive publicity due mainly to the role it played in the Gulf, the original F19 sim has been updated, tweaked and given its official name of F117-A.

Before flying into any one of a number of international hotspots, the Stealth pilot must first select his style of game. As well as choosing the area in which to fly from a list including Libya, Europe and the Gulf, air and ground missions can also be picked, along with the strength of opposition and danger realism of flight, from easy (no crashes) to realistic (everything causes damage). After that, it's into the skies and the mission is under way...



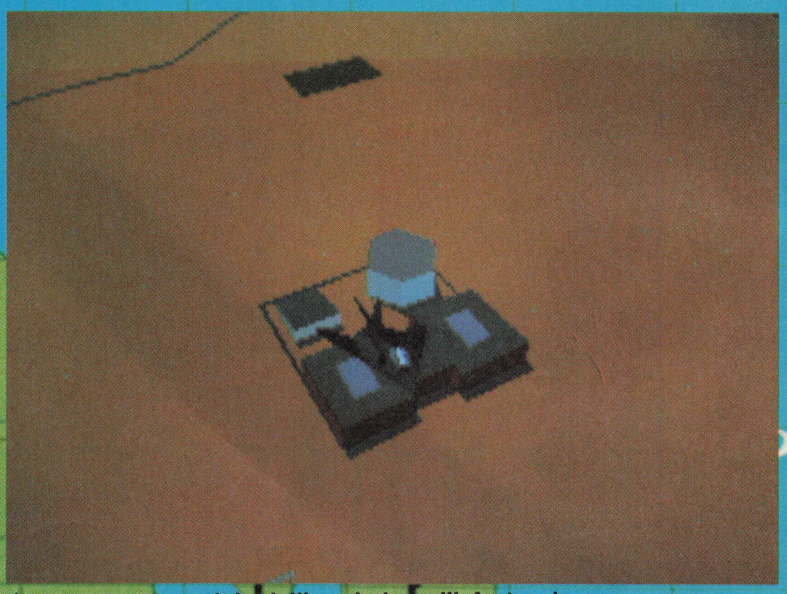
▲ *So, who are we going to kill today?*

F19 Stealth Fighter is my second favourite game of all-time, so I was anxious to get my mitts on the sequel and see what declassification can do to a flight sim. What Microprose have done is take the original game (which, as it turned out, wasn't that technically incorrect), added extra scenarios, beef up the graphics and fiddle with the flight mechanics to create a simulation which feels more like a brand new project than a sequel. The graphics are absolutely superb: masses of detail including what looks like lights shining in airbases! The aircraft itself is a joy to fly - I advise getting hold of an analogue joystick if you don't already own one, as it gives the simulation a much better feeling of realism than when using the mouse. Something always has to be sacrificed, though, and in the case of F117-A it's the smoothness of the scrolling. At times things can become very jerky, but this can be compensated by altering the detail of the graphics to strip away the pretty but unnecessary pictures and speed up the game no end. F117-A Stealth Fighter v2.0 is the next step in home computer flight simulation - a technically stunning piece of programming and an infinitely enjoyable game with an infinite amount of gameplay stored in it. Some day, all games will be like this...

PAUL RAND

UPDATE

Will Stealth Fighter 2.0 make it onto your Amiga and ST? Only time, success and the head honchos at Microprose can tell! Watch this space...



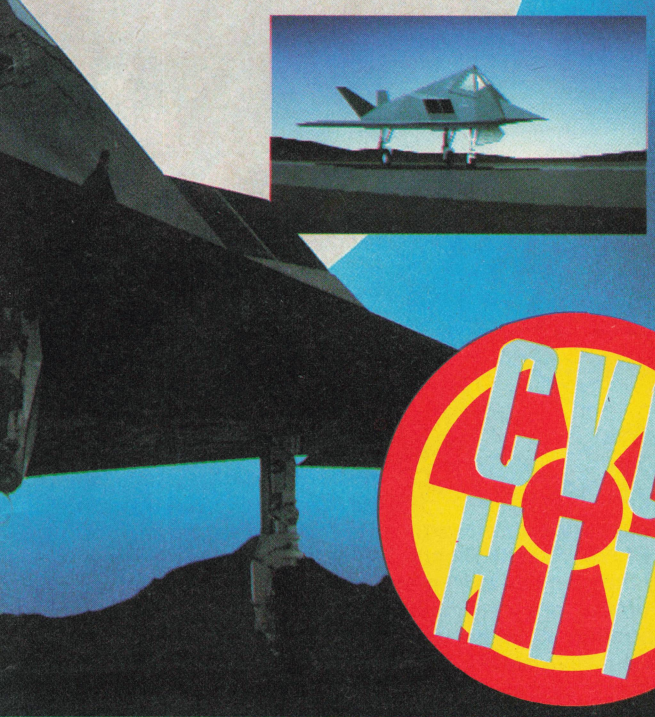
▲ *Hey, that doesn't look like a baby-milk factory!*

imulation of
ar-Elusive Jet

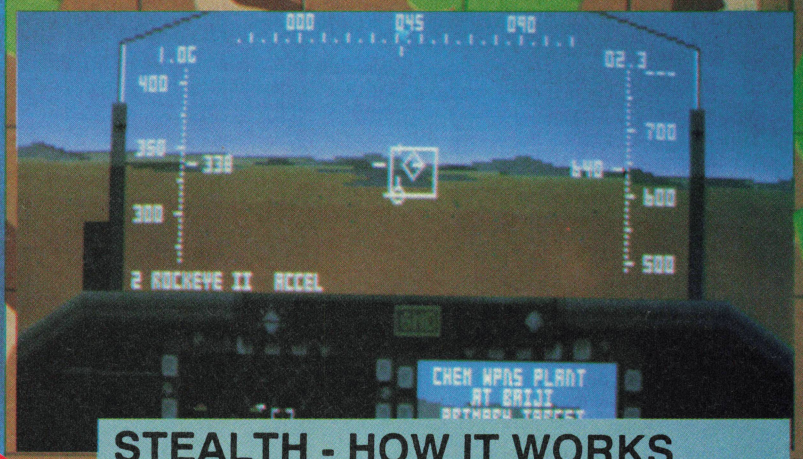
HAWK

7A™

GHTER 2.0



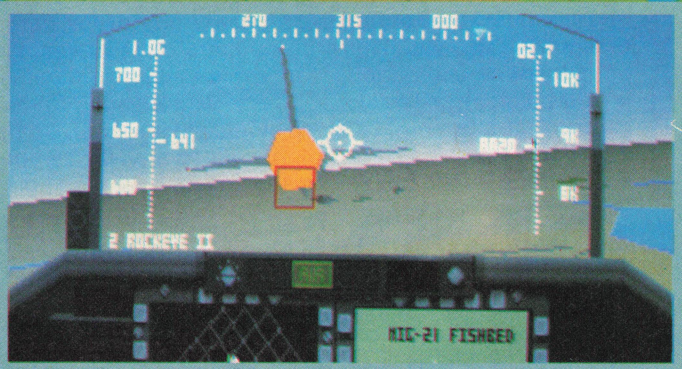
The Rockeyes are loaded and the targets straight.



STEALTH - HOW IT WORKS

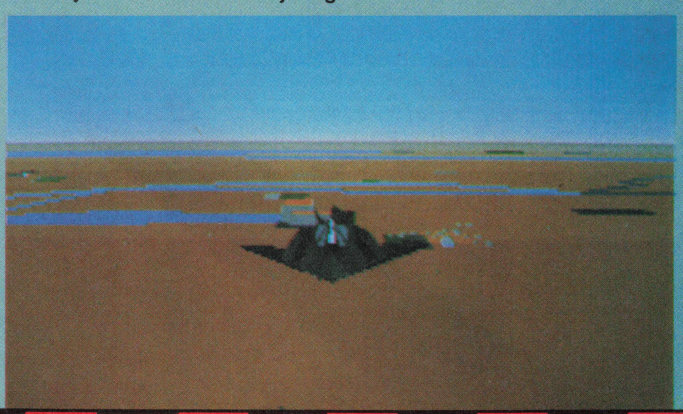
Stealth is the culmination of many man-years of development and millions of dollars of military funding. The F117-A is coated in special Radar Absorbment Material, or RAM, which literally soaks up radar waves like a sponge - dramatically reducing the plane's signature and making it much harder to spot. The radically new shape of the F117-A, with its smooth curves and lack of weapons pylons (all armaments are stored inside the craft) assists in cutting further the plane's signature on radar.

Due to these breakthroughs, it is said that what would normally be a sitting duck due to its slow speed and hopeless manouverability, shows up on enemy screens as an object not much bigger than a bird - and it is because of this that the F117-A was so successful in the Gulf War.



A VIEW TO A KILL

As is the norm in today's flight sims, F117-A Stealth Fighter v2.0 allows the player to select a number of outside-the-cockpit views. The regulars, such as chase plane and enemy-to-plane views, are spectacular enough, but the most amazing sight has to be that of a missile streaking through the skies on its way to destroy its intended enemy target.

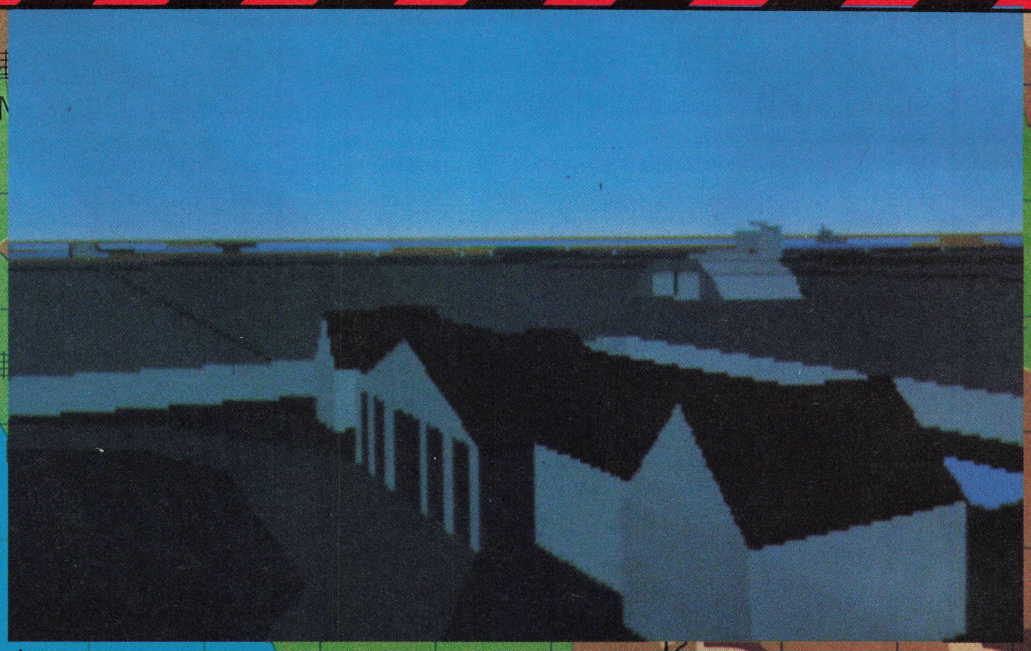


REVIEW

STEALTH FIGHTER 2.0

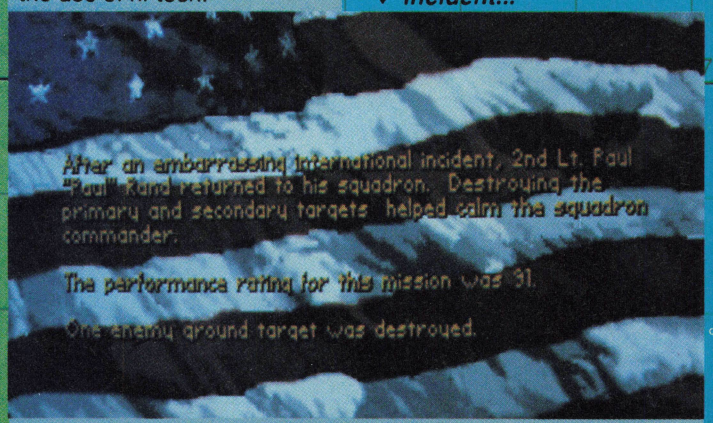
GULF WAR, ANYONE?

Probably the most controversial aspect of F117-A Stealth Fighter v2.0 is the inclusion of the Operation Desert Storm scenario. The F117-A was perhaps the most successful aircraft throughout the whole conflict in terms of enemy "kills" - almost one-hundred percent success rate and no Stealth losses made it the hero of the conflict. It is reported that for each mission undertaken by a Stealth Fighter, to complete the objective using conventional craft would have taken around thirty planes, including escorts, bombers and supply ships - a logistical nightmare made easy with the use of hi-tech.



▲ *Saddam's luxury palace - not for long!*

Always the one to cause an embarrassing international ▼ *incident...*

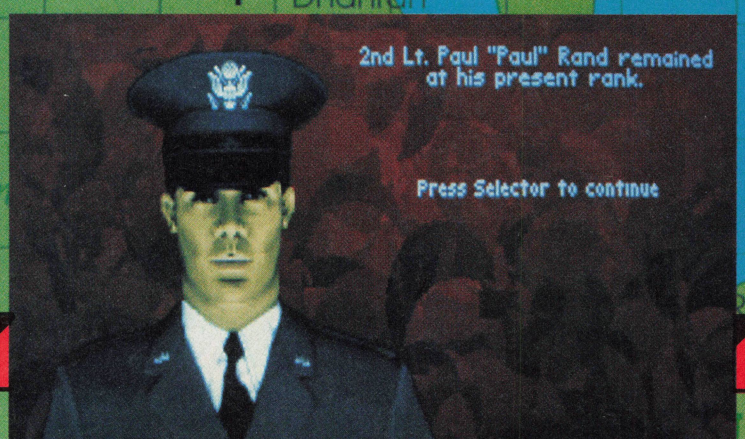


PRIZES AND PROMOTIONS

If a mission has been executed well enough, the Stealth pilot could be in the lucky position of receiving a promotion or, if he's done really well, a medal. The player begins the game at the rank of 2nd Lieutenant with the opportunity of becoming an all-powerful but non-flying Brigadier General. Decorations are given for a number of reasons: fly a particularly successful mission and the Air Medal may be awarded, whilst those injured in battle can expect to receive a Purple Heart. Only the most daring (or mad) can hope to receive America's highest military award - the Congressional Medal Of Honour.

Still recovering from the bombshell delivered so suddenly by F19 Stealth Fighter, I was really looking forward to the follow up - and here's a sequel which manages to blow the amazing original away! Take one of the best fighter sims on the market, tweak it up, add extra scenarios, improve the graphics and sound and you have F117-A Stealth Fighter 2.0. In terms of speed, I have to say the game doesn't match the incredible Jetfighter II (turn off the fancy graphics and the game turbo charges for smoother flight) but it certainly has the edge in atmosphere. Just like the original, you really feel you're up there in this top secret crateful of tricks and the desire to complete your mission (of which there are squillions) and return safely to base makes the game one of the most compulsive around. The programmers have obviously put a lot of care and thought in - which means the game is so realistic it plays like a dream! Buy Stealth Fighter 2.0 and lose a few nights' sleep flying with the best. Don't buy it and you'll lose a few nights' sleep anyway as you worry about all the fun you're missing...

TIM BOONE



PC

GRAPHICS	92
SOUNDS	91
PLAYABILITY	94
LASTABILITY	93
OVERALL	**93**

CVG CHARTS

GALLUP ALL FORMATS

THIS	LAST	GAME	BY
1	1	MANCHESTER UNITED EUROPE	KRISALIS
2	2	HERO QUEST	GREMLIN
3	3	RAINBOW COLLECTION	OCEAN
4	4	DIZZY COLLECTION	CODE MASTERS
5	5	TEENAGE MUTANT HERO TURTLES	MIRRORSOFT
6	17	LEMMINGS	PSYGNOSIS
7	7	MONKEY ISLAND	US GOLD
8	21	EYE OF THE BEHOLDER	US GOLD
9	11	SUPER MONACO GP	US GOLD
10	9	BIG BOX	BEAU JOLLY
11	14	VIZ	VIRGIN
12	20	PGA TOUR GOLF	ELECTRONIC ARTS
13	26	GODS	RENEGADE
14	6	F15 STRIKE EAGLE 2	MICROPROSE
15	28	CREATURES	THALAMUS
16	16	F16 COMBAT PILOT	DIGITAL INTEGRATION
17	15	MULTI PLAYER SOCCER MANAGER	D&H GAMES
18	13	ROBIN SMITH'S CRICKET	CHALLENGE
19	34	ARMOUR-GEDDON	PSYGNOSIS
20	35	FLAMES OF FREEDOM	RAINBIRD

From this month onwards, it's full-price charts only in CVG, to give YOU all the gen on what's hot in the cheeky world of the software industry. This month, Man United Europe hangs comfortably onto the top spot. Will it keep on scoring? There's some hefty competition out there!

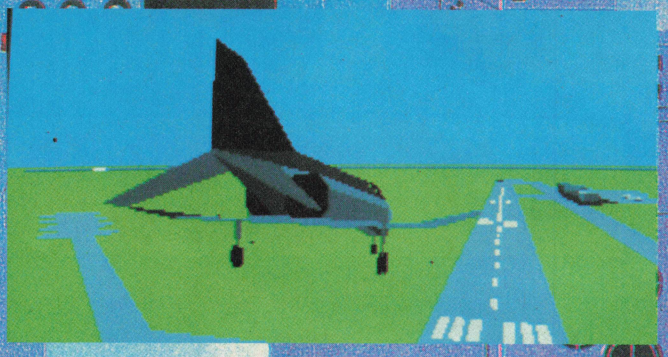
CVG CHARTS CVG CHARTS CVG CHA

AMIGA

1	1	Manchester United Europe	Krisalis
2	6	Eye Of The Beholder	US Gold
3	2	Rainbow Collection	Ocean
4	3	Monkey Island	US Gold
5	5	PGA Tour Golf	Elec Arts
6	18	Lemmings	Psygnosis
7	4	F15 Strike Eagle 2	Microprose
8	16	Armour-Geddon	Psygnosis
9	9	Gods	Renegade
10	10	Kick Off Winning Tactics	Anco

Those guys at Krisalis must be celebrating - four out of the five computer charts have their game at number one this month! But look at what's trailing it - some very worthy titles including Lemmings, which is coming back for a second shot at top spot!

CVG TIP FOR THE TOP - Manchester Utd Euope has to be the one to go for - with Eye Of The Beholder being a good each way bet.



AMSTRAD

1	1	Manchester United Europe	Krisalis
2	7	Rainbow Collection	Ocean
3	4	Viz	Virgin
4	3	Dizzy Collection	CodeMasters
5	2	Teenage Mutant Hero Turtles	Mirrorsoft
6	-	Super Monaco GP	US Gold
7	6	Hero quest	Gremlin
8	-	Tetris	Mirrorsoft
9	5	Big Box	Beau Jolly
10	-	Kick Off	2Anco

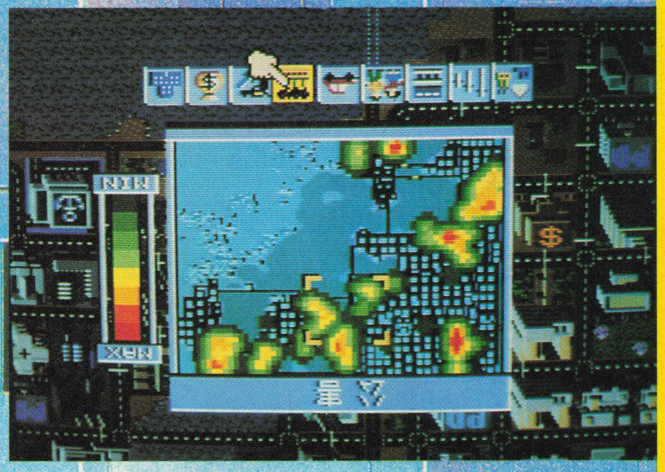
Manchester Utd Europe scores again! The Reds hit the top of the CPC table, closely followed by a clutch of good stuff - most notably Super Monaco GP which screeches in from nowhere to number six spot!

CVG TIP FOR THE TOP - Again, Manchester Utd Europe is probably the one to go for, although Super Monaco GP could just pip it into pole position.

ATARI ST

1	2	Flames Of Freedom	Rainbird
2	6	Lemmings	Psygnosis
3	7	Rainbow Collection	Ocean
4	14	Gods	Renegade
5	8	Manchester United Europe	Krisalis
6	-	Virtual Reality 1	Elite
7	1	Robin Smith's Cricket	Challenge
8	9	F15 Strike Eagle 2	Microprose
9	5	Hero quest	Gremlin
10	-	Sim City/Populous	Infogrames

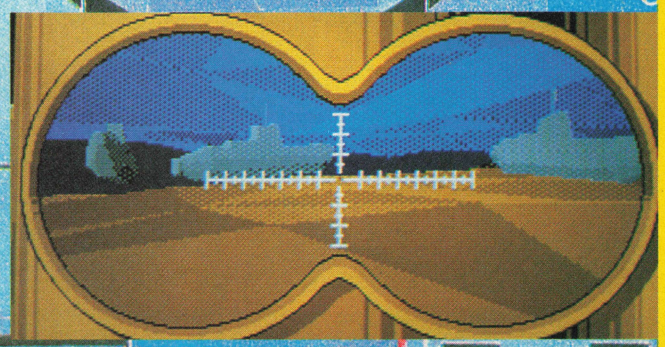
As we predicted last ish, the sequel to Midwinter burns a trail through the chart to end up at the top, with last month's number one Manchester Utd Europe relegated to number five. Gods makes a strong charge, whilst Elite's new compilation appears from nowhere to occupy the place below.
CVG TIP FOR THE TOP - No problem here - Midwinter 2 is going to sit at the summit of the chart for some time.



SPECTRUM

1	2	Dizzy Collection	Code Masters
2	1	Hero quest	Gremlin
3	3	Man United Europe	Krisalis
4	5	Teenage Mutant Hero Turtles	Mirrorsoft
5	-	Toyota Celica Rally	Gremlin
6	12	Big Box	Beau Jolly
7	6	F16 Combat Pilot	D I
8	19	Super Monaco GP	US Gold
9	18	Robocop 2	Ocean
10	11	Multi player Soccer Man.	D&H Games

Surprise surprise! Those Masters of Code climb to the top of the chart with their eggy compilation. Just look at Robocop 2 though, attempting to break the record currently held by its prequel!
CVG TIP FOR THE TOP - Toyata Celica Rally is making a break for top slot, but don't be surprised if it's the Egg Man occupying position number one next month.



C64

1	4	Manchester United Europe	Krisalis
2	5	Creatures	Thalamus
3	2	Dizzy Collection	Code Masters
4	1	Hero quest	Gremlin
5	8	Big Box	Beau Jolly
6	6	Multi Player Soccer Man.	D&H Games
7	3	Supremacy	Virgin
8	7	Super Monaco GP	US Gold
9	19	Teenage Mutant Hero Turtles	Mirrorsoft
10	14	Last Ninja 3	System 3

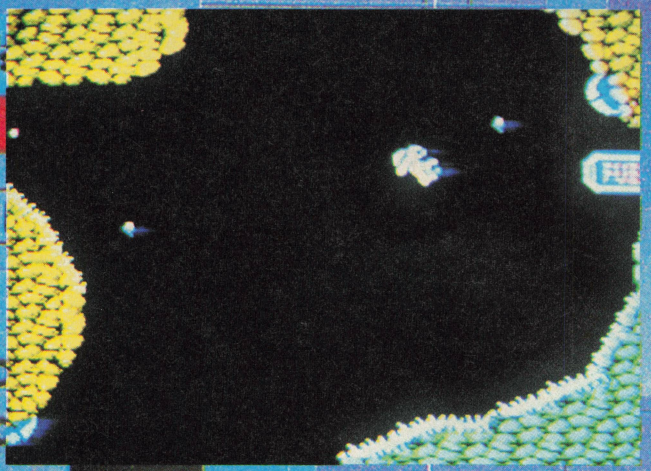
64 owners starved of decent footy games are buying up Manchester Utd Europe in droves, so much so that there it is, topping the chart.
CVG TIP FOR THE TOP - A strong line-up this month, with a host of top titles vying for position. Betting men would go for a shot at Man Utd Europe for a second month.

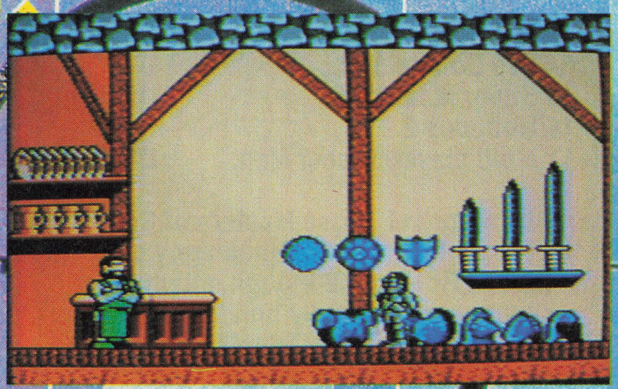
NINTENDO

1	2	SUPER MARIO BROS 2
2	NE	DONKEY KONG CLASSICS
3	5	DOUBLE DRAGON
4	RE	SUPER OFF ROAD
5	RE	SOLAR JETMAN
6	NE	IRONSWORD
7	RE	TEENAGE HERO TURTLES
8	3	MEGA MAN 2
9	4	GREMLINS 2
10	10	DUCKTALES

The Marios hit the top spot once again, but the Turtles are back for another try! Watch Solar Jetman, back on the trail to the top...

CVG TIP FOR THE TOP: You lot are obviously nostalgia buffs, with Mario giving himself a serious run for the Number One slot!!





GAME BOY

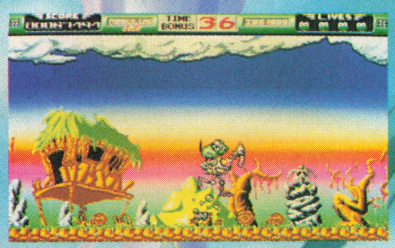
1	1	SUPER MARIO LAND
2	2	DOUBLE DRAGON
3	3	SPIDERMAN
4	4	GARGOYLES QUEST
5	NE	GOLF

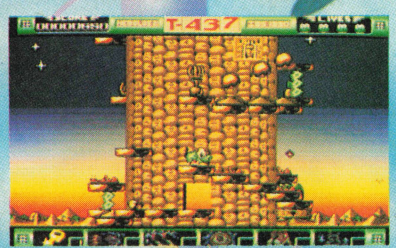
Mario fights off all comers for top slot of the lot, with Double Dragon and Spiderman both snapping at his hot little heels.

CVG TIP FOR THE TOP: Keep your eye on Gameboy Golf - it's a spanky little game destined for even greater great things...

Nebulus 2

Pogo a gogo





AVAILABLE ON ATARI ST AND COMMODORE AMIGA

Pogo returns in his adventure through Nor, a land of sea & towers!

£25.99

21ST CENTURY ENTERTAINMENT

56B MILTON PARK, ABINGDON, OXFORDSHIRE, OX14 4RX
TELEPHONE: (0235) 832939 FACSIMILE: (0235) 861039

VISA

Access

REVIEW

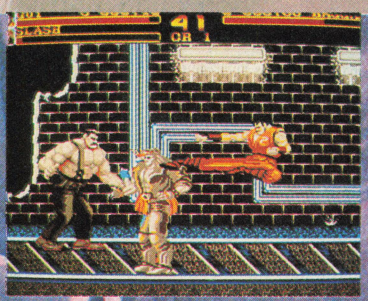
AMIGA £25.99

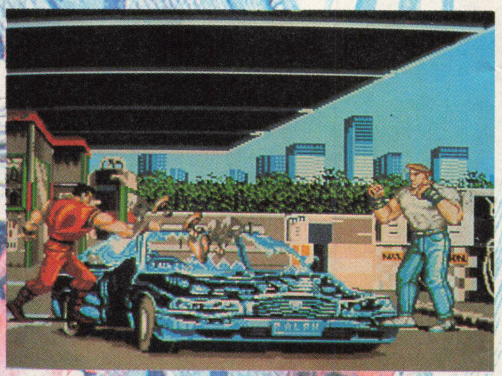
BY US GOLD

Years ago, the vicious scourge known as the Mad Gear gang moved into Metro City and have been there ever since, bribing mayors, running various scams and causing general havoc and mayhem throughout the Metropolis. The citizens were crying out for a saviour and in Haggar, ex-champion street fighter and new boss of Metro City, they found him. A no-nonsense guy, Haggar closed down the Mad Gear businesses - exiling the villains to the Underground. The Mad Gear wanted revenge, and there was only one sure way.

The telephone rang in Haggar's office. "We wanna do a deal," explained the voice on the other end. "One which would be, uh, beneficial to both parties. You give us the go ahead to restart our, let's call 'em interests, and you receive the monthly figure we offered before plus, say, an extra fifty percent...". Haggar, incensed, was about to slam down the receiver when the chilling line was spoken; "And you get your daughter back."

"You'll not get away with this!" stormed the Mayor. A couple of calls later and Cody and Guy, the toughest fighters in the city, were given their orders: go out there, close down the Mad Gear gang for good and rescue Jessica. There was no need to say it a second time...





...ssling the big boss's car for popu... ...police is a hoot!

Final Fight was the best thing to happen to arcades for a long, long time - combining multi-player action with extreme violence to create a superb scrolling beat 'em up. After the stunning Famicom conversion, Amiga owners were expecting big things for their interpretation of the game and, although there are a few bits gone missing during the crossover from coin-op to computer, the overall impression is a job well-done by US Gold and programmers Creative Materials. The coin-op's high definition graphics have been transported excellently to the Amiga, giving the game huge, colourful battlers and only a slight drop in speed when a bundle of them are on-screen at any one time. Sound effects are similarly impressive, especially the noise of the underground train as it rattles into the station which is so realistic you'd believe you were standing in King's Cross! For some reason though, the in-game music has been left out of the finished version, which is a shame as it would have added so much to the atmosphere. On coming to play the game, it's noticeable than some of the moves have been omitted from Amiga Final Fight - the hold for one - but to compensate for that there's the inclusion of simultaneous two-player action, something which the wondrous Famicom couldn't handle. Overall, Final Fight could be better - but it's very good as it is!

PAUL RAND

GET ALL TOOLED UP

Not only can Guy, Cody and Haggar punch and kick, they can also do a few nifty things with the weapons lying scattered throughout Metro City. Whilst the knife is good for throwing and close-range slashing at enemies, the more useful object is the six-foot length of lead piping which the lads can pick up and swing at the unfortunate Mad Gear boys!

PROFILE OF GUY

GUY b. 8.12.1965

He has mastered the art of Ninjitsu and attacks with unequaled speed. He often catches his opponents off guard with his special "Off the wall" jump.

SPECIAL MOVE: ROUNDHOUSE KI...

PROFILE OF COD...

CODY b. 4.18.1967

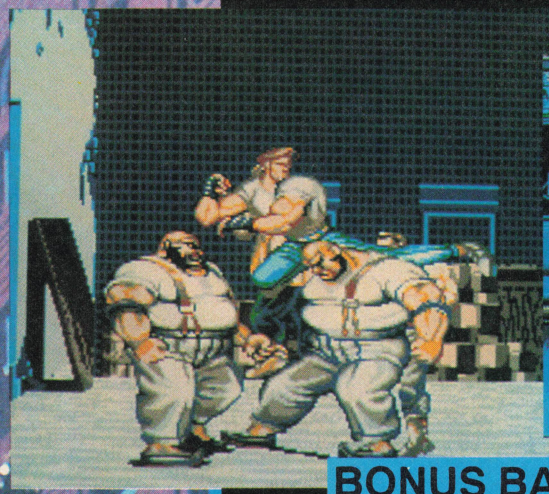
He is a martial arts ... He is especially good with knives. His girlfriend, Jessica, was kidnapped by the Mad Gear gang.

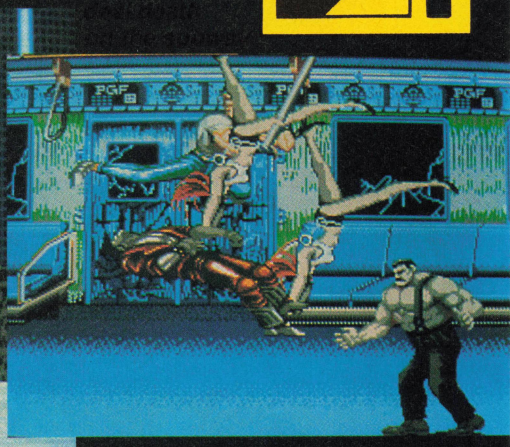
SPECIAL MOVE: HELICOPTER KICK

REVIEW

UPDATE

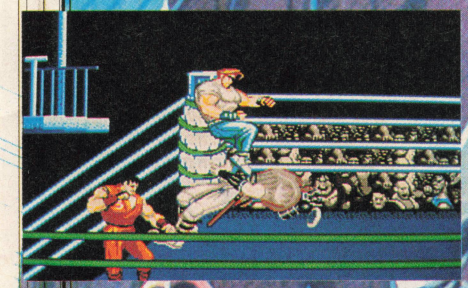
With all sorts of conversions under way, Final Fight should be on a machine near you pretty darned soon.





BONUS BATTLING

After completing a level, the player is treated to one of two bonus games. The first has the Final Fighters smashing up a flash car belonging to a member of the Mad Gear gang using either fists, feet or a handy piece of lead piping, whilst the other game involves walking through a glass factory and smashing up the panes. But watch out - hitting the glass in the wrong place causes it to spin round and smack straight into your man!



▲ Beating up a Samurai in a boxing ring

Don't hang up! We have a little business proposition for you...

Your daughter for your cooperation.

Final Fight is probably the most eagerly awaited arcade license this year. The fact that it features almost every level and feature of the original arcade game is a real boon. There are a few noteable differences, such as the lack of destructible objects and a couple of missing moves. The overall effect is slower and less frantic than the arcade version, but it plays smoothly enough. The game itself is a fairly enjoyable romp, featuring much death and destruction as well as a fair old bit of harmless violence. All in all it's a fairly decent conversion of a phenomenal coin-op. Probably a bit too easy for older players though. The arcade two player mode is included and this gives the Amiga version a tremendous advantage over its Famicom counterpart...two players make short work of the bad guys.

FRANK O'CONNOR

PROFILE OF HAGGAR

HAGGAR b. 9.3.1943

He is a former champion Street Fighter. He's the new Mayor of Metro City. He has mastered professional wrestling skills and is expert at the BACK DROP and the PILE DRIVER.

SPECIAL MOVE: HEAD SMASH

...here did all the bad guys go?!!?

AMIGA

GRAPHICS	88
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79
OVERALL	80

ARCADE ACTION

time traveler HOLOGRAM

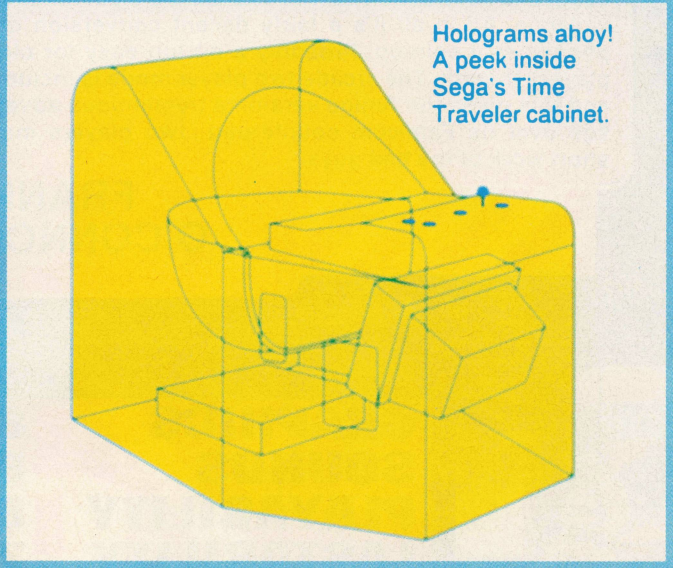
SEGA

Sega's latest machine is "revolutionary" thanks to the fact that it's the World's first "holographic" coin-op. Well, Sega call it holographic. In fact, no holograms are involved at all - the whole thing is an illusion. Images of "live action actors" are projected onto a parabolic mirror to give the impression that they're actually 3-dimensional and are walking around inside the glass dome sunk into the front of the machine.

Still, effect is quite neat - even though everything is displayed on a black background, the images themselves are quite small and there are horrible distortions if you walk around the machine.

But even though the concept is new, the actual gameplay style is as old as the hills. It's very much in the vein of the early 1980's laserdisk coin-ops, like Dragon's Lair and Astron Belt. The player "takes control" of a time travelling cowboy called Marshall Gram, who must travel the chrono-ways of the past, present and future and defeat a bad guy called Vulcor and save Princess Kyila.

This involves battling through a variety of situations by using the joystick and fire button in the right place at the right time. It's very simple and there's even a learning mode to help complete novices get to grips with the action!



Holograms ahoy! A peek inside Sega's Time Traveler cabinet.

HOLO-CONTROL

The action is presented as a series of sequences and problems which the player must guide the hero through by moving the joystick left, right, up or down or by pressing the fire button at the correct time during the sequence.

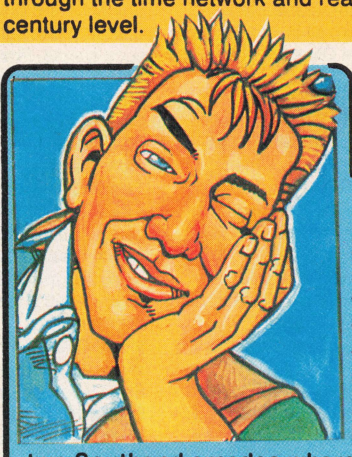
For example, the opening scene sees a cowboy pop up on the hero's left. Press the joystick towards him and fire and the hero will shoot the baddie dead. Get it wrong and the hero gets shot As the hero progresses through the game, the sequences get more and more complicated (left, right, up, up, down, left and shoot, etc), but the basic concept remains the same.

HOLO-ACTION

To complete the game, the player has to successfully negotiate his way through a variety of different time zones. There are about 20 of these, ranging from the 18th to the 26th Century, and some are connected to others. What the player must do is pick and complete one time zone at a time and make a route through the time network and reach the baddie on the final 26th century level.

HOLO-HAM

Whether it's deliberate or not, the actors who play the roles in the coin-op are about as convincing as planks of wood. Terrible acting is in evidence as the hero battles through different time eras and is accosted by a veritable army of hams - ranging from unconvincing cowboys to unrealistic hooligans from the edge of time. It's real infant school nativity play stuff!



Full marks to Sega for coming up with new technology and an original concept, but sadly I don't think it's going to set the gaming arcade world alight. The problem is that although Time Traveller is very impressive to look at - it certainly pulled crowds of onlookers at the two Southend arcades where I tested the game - to play, it's a real bore. It's just like the old laserdisk arcade machines of ten years back, only Time Traveller lacks their fantastic animation and hilarious, wacky cartoon humour. Instead, it's very poor, featuring unconvincing "live action" acting and uninspiring situations. The gameplay is very limited and you've got no "real" control over the character. He wanders around under his own steam and you simply have to push the joystick in the right direction at the correct points during the action. This may be OK for lazy players who want everything taken care for them, but as an active player I want more than just a very simple and - at £1.00 a go - expensive reflex test. Time Traveller only really works as a novelty arcade attraction that makes non-playing punters gasp and stare. As a game to play it's simply too dull, too limited and too predictable to be worth more than a couple of goes.

JULIAN RIGNALL

SEGA

GRAPHICS	100
SOUNDS	100
PLAYABILITY	59
LASTABILITY	42
OVERALL	**49**

FREE MICROSELL ADS!!!

(Well nearly) – To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number..... ...What are you waiting for!

THE MICROSELLS

JAP MEGADRIVE runs all carts, includes Joypad and Arcade Power Stick, 15 great games including John Maddens Football, Strider, Super Monaco Grand Prix, in suberb condition, all boxed, Bargain £360, worth over £700. Phone Giles on: 02605 2102

COMMODORE 64 still boxed with instruction manuels, joystick, Lightgun and £250 worth of games including Turrican, Total Recall, Turtles, Badlands, Golden Axe, Monty Python + many more or £150 Phone: 0634 408844

PC ENGINE CD ROM scart with 27 games, joystick and pad £485 or swap for Neo Geo Tel: 0932 351428

NINTENDO Entertainment System for sale. including Control Pad, 2 controllers, Light Gun and 7 great games including Double Dragon 2, Batman, Gun Smoke, Bubble Bobble and others, if interested contact: 0634 403818 £135

NINTENDO FOR SALE including 2 joypads, light gun and 7 great games, including Double Dragon 2, Batman, Gunsmoke and others, all games are boxed, all for the price of £145. Call on: 0634 403818

ATARI ST 6 months old, boxed as new, comes with joystick, + top games, eg: Gods and Kick Off 2 Bargain at £175 onc. Tel: 0366 383519 ask for Neil

SWAP Commodore 64, with an Atari ST will also throw in a Stereo cassette deck, Amlifier and £20, My Commodore 64 has 51 games and 2 joysticks, if interested contact: 0223 316896

SWAP Commodore 64 for a Master System, or Nintendo with some games and pads, my Commodre 64 has 51 games, and 2 joysticks. If interested contact Ken on: 0223 316896

COMMODORE 64 games for £50 with 51 games worth £100 of software or swap for 1541 mark 2 disk drive with some games Tel: 0223 316896 ask for Ken

COMMODORE 64 with 51 games and 2 joysticks, swap for any handheld with lots of games. Tel: 0223 316896. Or write to Ken Chung, 47 Acheman Street, Cambridge, CB4 3HE

COMMODORE 64 with 51 games and 2 joysticks, £65 also stereo cassette deck and amplifier £50 both or £25 each Tel: 0223 316896 and ask for Ken

AMSTRAD CPC 464 excellent condition, with colour monitor, over 100 games, voice synthesiser, lightpen, 3 joysticks. Please phone: 081 981 9835

COMMODORE 64 £350+ worth of software, excellent condition, Phone: Dover 241 039

COMMODORE 64 for sale, 30+ games, all number 1 hits, + 3 joysticks, for £160 or swap for a Sega megadrive. Contact: Darren Joseph on: 552 1934

NINTENDO GAMEBOY game for sale IREM motor bike racing, Japanese game £15, or swap for Bubble Bobble. Contact: Darren Joseph on:552 1934

ZX SPECTRUM + 2 with 70+ games, some number 1 hits, for sale £200 ono or swap for sega megadrive. Contact Darren on: 552 1934

SPECTRUM +2 with 2 joysticks and 87 games, phone: 0332 571251 (Derby), will swap for a megadrive.

SEGA MASTER SYSTEM for sale, with light gun , 2 controllers, and 5 top games including: Slapshot, Operation Wolf and World Cup 90. Sell for £90. Phone: 021705 9235

SEGA MASTER SYSTEM+ with 10 games, steering wheel, 3 joysticks £460 Phone: Lee Gibons: 311 268

THE MICROSELLS cont.

SWAP Megadrive Ring Side Angels, Revenge of Shinobi, Hard Drivin' , Golden Axe and Tell Tell Stadium Baseball and Outrun, I will swap for any good games. Phone Richard on: 0903 764267

WANTED Dynamite Ducks for Amstrad, willing to pay £3. Ask for John Simmons 0543 480657

COMMODORE AMIGA 500 mint condition, still in box, includes 2 joysticks, mouse and lots of games, worth £450, sell for £350 absolute bargain. Tel:0928 35247

PAL MEGADRIVE runs all cartridges, includes 6 games, Super Shinobi, Lakers Vs Celtics, Fire Shark, Ghouls and Ghosts, Final Blow and Alex Kidd, 2 Joypads. Bargain at only £260 or swap for Amiga A500 Phone: Asif Sheffield 434 754 anytime after 6pm

MEGADRIVE including 5 games, Sonic, Wrestle Wars, etc. Arcade Power Stick plays English/Japanese games, excellent conditions £150. Also Super Famicom, as new 4 games, Mario, Final Fight, Pilot Wings, F-Zero £250. Phone: Rhyl 0745 354695

PC ENGINE for sale, good condition, 12 cartridges, 2 joysticks, Sell for £150. Tel: 0302 323787

SEGA MEGADRIVE with 3 games, including Sonic Hedgehog, Batman, Whiprush + Joypad, Sell for £150. Phone Simon on: 0452 500054 or will swap for PC Engine Pal with games, phone after 1pm

FOR SALE Nintendo Gameboy with 2 player lead etc. Gamelight.3 Games; Mario Land, Nemisis, Solar Striker. Telephone James: 0484 684474

FOR SALE Gameboy for £60, and games. Please Phone: 701 4163 and ask for details

SPECTRUM +2 Good condition, Joystick, over 100 games including Robocop II, Ninja Remix, Ninja Spirit, Double Dragon II, Operation Wolf etc. £110 ono. If interested phone Chris on 081 341 1728

SEGA MASTER SYSTEM still boxed as new 9 games including Golden Axe, Wonderboy 3, Light Phaser etc. £160 ono. Tel: Mike 0272 633630

SPECTRUM 128K +2 perfect condition, over £210 worth of games, + 2 joysticks and interface for only £90 ono. Tel: 061 945 4688 ask for Andrew

PC ENGINE for sale, immaculate condition, Scart, 2 joypads, and 5 games including ; Jackie Chan, Super Volleyball, Bomberman and Tales of the Monserpath. All for £180 ono. Phone: 081 789 8912 ask for Daniel

NINTENDO for sale, with lightgun, Duck Hunt, Super Mario Bros and Super Mario Bros II, Sell for £85 ono. Tel: 0904 768320 after 4pm, ask for Peter

GAMEBOY wanted with Tetris + Headphones willing to pay up to £60. Phone Elliot on: 081 500 3604

COMMODORE 64 lightphaser, joysticks, tape deck, 100 top games, call after 4pm on: 081 578 0654 £80 ono

FOR SALE Spectrum +2, excellent condition, over £200 worth of games, including Shinobi, Hammerfist, Oriental Games, it's a great bargain at £110. For Glen 4 - 6pm on:091 2586241

NINTENDO NES with 5 games, Gremlins 2, Super Mario Bros, Rad Racer, Duck Hunt, Probotector and lightgun, and original box, selling for £130. Tel: 0483 764868

FOR SALE Atari 2600, 6 games, Tennis, Boxing etc, 2 joysticks, control pad, power pack £15, or will swap for Shadow Warriors and Turrican for the Commodore 64 cassette, Contact: Paul Harmen, 36 Camden Ave, Feltham, Middlesex, Tw13 5AZ

THE MICROSELLS cont.

DESPERATELY NEED International Match Day, Phone Titch after 4pm on: 0259 50359

SEGA MEGADRIVE Scart version, plays all games, mint condition, + 2 joysticks, all under warranty, + Sonic the Hedgehog. £100 ono. Ring: 0527 503493

WANTED Amiga 500, with or without software. Tel: 0257 262452 ask for Robert

SEGA MASTER SYSTEM + 12 games, including- California Games and Rambo III also light phaser and joystick, all boxed £150. Ring: 0934 842472 ask for David or Andy

SPECTRUM +2 brilliant condition, light gun and light gun games. £450 worth of games, 2 joysticks. Tel: 269 536. Ring after 6pm

SPECTRUM +2 brilliant condition, light gun and light gun games, games worth £450, 2 joysticks, will sell for £200 ono. Good for first computer. Ring: 0705 269536. After 6pm ask for Kevin

COMMODORE 64 with disk drive, tape deck, including 2 back up carts, joystick, tons of software of disk and tape, tons of magazines. £200. Ring: Mickey 031 555 2695

OFFICIAL MEGADRIVE cartridges for sale, Altered Beast £19, Ghostbusters £20, Strider, Miceky Mouse and Populous £25, John Maddens Football and Sonic the Hedgehog £26. Tel: 0471 822681

MEGADRIVE games for sale, Ghouls n Ghosts £25, Dick Tracey £20, Forgotten Worlds £15 and Japanese - Street Smart £25, Moonwalker £15. Ring Tom on: 0733 557546

MEGADRIVE for sale as new, 4 games. Mickey Mouse, Lakers vs Celtics, Darius II, Strider, Pro 1 Joystick and joypad, boxed £210 ono, Tel: 0752 556303

SEGA MASTER SYSTEM + 4 good games including Golden Axe, Rastan, Hang-On and Safari Hunt. £60. Phone Trevor on: 061 864 2615

SWAP Commodore 128/64, with disk drive and tape deck plus lots of games for Atari ST with few games or sell for £200. Telephone Andrew on: 061 330 2322

JAPANESE MEGADRIVE joypad and arcade power stick, 16 games, boxed £375 or swap for Amiga 1000 or Atari STE must have printer and monitor. Phone: 02605 2102 ask for Giles after 4.30pm

NINTENDO DELUXE SET includes robot, gun, two controls plus eight ace games, Megaman II, Batman, Super Mario I and II, Kid Icarus, Trojan, Duck Hunt plus Gyromite. Excellent condition, £180. Phone Dan on 04024 59426.

AMSTRAD CPC 464, green screen monitor, Cheetah joystick and games. As new, sell £115 ono. Call Penicuik (0968) 74980.

PC ENGINE GAMES for sale. Altered Beast, Space Harrier, Download, Bloody Wolf, Dungeon Explorer, Ninja Warriors, £15 each. Dragon Fighter, Namcot Baseball, £10 each or swap for Megadrive games. Phone 0322 522875.

URGENT SALE PC Engine GT Handheld, 17 games available. Also PC Engine SCART with two arcade joysticks. Everything perfect condition. Fully boxed. Cash offers only. Phone 0354 660419.

COMMODORE 64, light gun, data recorder, 97 games including Gazza 2, Turtles, Subbuteo. Good condition, sell for £105. Phone Matthew on 071 699 0650

DIAL-AN-AD NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

NINTENDO boxed with two joypads, Super Mario and Double Dragon 2. Sell for £85. Call Guy on 0379 651612.
SEGA MEGADRIVE, with £350's worth of games, two joysticks, PSU, aerial lead, good condition. Bargain £250. Call 081 422 0719.
I WILL SWAP MY SUPER FAMICOM with four games for a SCART English Neo Geo with Magician Lord and Ninja Combat. Phone 0584 875910 and ask for Michael.
FOR SALE, ATARI LYNX with one game. £65. Phone 081 551 0891 and ask fo Gavin Kingsley or write to 8 Wensleydale Avenue, Crayhorn, Ilford, Essex, ID5 0NA.
SUPER FAMICOM. Top condition with six games, Marioworld, R-Type F-Zero, Pilot Wings, Gradius 3, Darius Twin. £300 ono. Phone 061 980 2044 and ask for Funil.
MEGADRIVE PLUS SIX GAMES, including Streets of Rage, Sonic and Raiden for sale. £190 ono. Phone Peter on 071 622 7424.
MEGADRIVE plus Japanese games converter plus five games including Raiden, Alien Storm and Bare Knuckle. Sell for £190 ono or swap for Super Famicom with one game. Phone Peter on 071 622 7424.
NINTENDO FOR SALE, two control pads, nine games, still boxed, £150 or will swap for Megadrive with games. Ring 0532 703069. Ask for Craig.
SEGA GAME GEAR including two games, Mickey Mouse and Psychic World. Two months old, sell for £120 ono. Phone 0438 741463 after 4PM.
ATARI LYNX, California Games, Rygar and mains adaptor. Boxed as new with guarantee. Sell for £140 ono or swap for Sega Master System with games. Phone 0454 612410.
SWAP JAPANESE MEGADRIVE (PAL) with arcade power stick plus five games including Gaiares, ESWAT, Budokan, etc, for best Super Famicom deal. Phone 0908 660 739.
I'LL SWAP MY PC ENGINE (PAL) which includes 15 brilliant games plus joystick and three joypads and more for the best PAL Neo Geo offered. Phone Steve on 0782 621399.
I WILL SELL OR SWAP MY C64 GAMES. They include Turrican 2, Blood Money, Chase HQ 2 and many others. Ring 0977 672 147 and ask for Martin.
I WILL SWAP AN ATARI LYNX with one game and power supply for two Super Famicom games. Telephone 0767 312 070.
COMMODORE 64 GAMES for sale or swap. About 40 games. Contact Ken Cheung on 0223 316896 (Cambridge).
SWAP SEGA MEGADRIVE with 11 games including Super Monaco, Mickey Mouse, Magical Hat, worth over £500, for Amiga 500 with games. Phone Tony on 071 231 8417.
COMMODORE 64 GAMES for sale or swap. Cassettes £1.50, boxed £5.00. Contact Ken Cheung on 0223 316896 or write to Ken Cheung, 47 Aickman St, Cambridge CB4 3HE.
ATARI 520 ST FM, 30 top games and joystick, £180, or swap for Amiga or Lynx. If you're not interested, you must be Timmy Mallett! Phone 0206 763697.
NINTENDO GAME BOY for sale. Seven top titles, including WWF Wrestling, all in excellent condition. Also Nintendo Wide Boy, all for £200. Telephone Daniel on 0257 462 159 or 0257 462354.
COMMODORE 64 for sale, including datacassette unit and 25 games. Together worth well over £300, all going for £150. Games include Double Dragon II, Myth, Altered Beat, Batman the Movie, Ghouls 'n' Ghosts and lots more. Phone 081 947 8146.
AMSTRAD CPC 6128, colour monitor, disk drive, tape player, Multiface 2, mouse, joysticks, magazines, serious software, 150+ games worth hundreds. Excellent condition, worth over £1000, will sell for £550 ono. Ring 0394 273 974.
COMMODORE 64 for sale (new style), 140 games, 1541disk drive, datacassette, 8 games on disk including 3D Construction Kit, Project Stealth Fighter, Total Recall, Vendetta and Microprose Soccer. Phone Martin on 0753 545473.
COMMODORE 64 for sale (new style), 140 games, 1541disk drive, datacassette, 8 games on disk including 3D Construction Kit, Project Stealth Fighter, Total Recall, Vendetta and Microprose Soccer. Phone Martin on 0753 545473.
FOR SALE NINTENDO GAME BOY with five games, (Tetris, Gargoyle's Quest, Burai Fighter, Revenge of Gator and Mercenary Force) link cable, stereo headphones, 12 batteries, and carrying pouch. All boxed with instructions, £120 ono. Phone Aylesbury (0926) 392 486.
GAMEBOY with 5 games, Tetris, Gargoyles Quest, Bruari Fighter, Revenge of Gator, Mercenary Force,, Link cable, stereo headphones, 12 batteries, carry pouch, boxed with instructions, £120 ono. Aylesbury (0926) 392486
GAMEBOY for sale, Tetris, Mario Land, Golf, good condition, 2 player link up games in boxes, worth £130 will sell for £115. Ring Ben anytime after 4pm 081 546 3121
WANTED Amiga 500 no software or extras, must have mouthmodulator phone Jay on: 0277 214847
COMMODORE 64 light fantastic for sale with joystick and brill games + radio control car, Subbuteo Phone Andrew: 605 9258
MEGADRIVE GAMES for exchange. Jap and British games. Megadrive games for swap or part exchange Jap and UK games like Street Smart etc. Megadrive games also wanted to buy. Also swap megadrive for Famicom Phone Keith: 0847 62946
AMIGA 500 with over 80 games still boxed with 2 joysticks selling for £600 ono contact 0912 811 037 ask for Mrs Cote
SEGA MEGADRIVE with joypad 4 games - Sonic, Strider, Eswat and Ringside Angels. Boxed with instructions. Only 4 months old and runs on all games only £150. Phone Michael on: 903 2075
WANTED PC Engine portable plus games, good money waiting up to £250. Phone Ben on: 0908 660739
GAMEBOY for sale inc Tetris, Mario Land, Golf, excellent condition also 2 player link up. All games in boxes worth £130 will sell for £80 Ring Ben anytime after 4pm 081 546 3121
ATARI LYNX boxed 24 new games inc. Slime World, very good condition £90 Phone Stevenage:0438 362827 ask for Richard
COMMODORE 64 computer for sale with cassette recorder 25 or moretop games nearly new together worth over £300 will sell for £100. Ohone Ben after 4pm 081 546 3121
MEGADRIVE still boxed + Panasonic portable Hi - fi, arcade power stick, Jap/Eng games convertor, 6 games and tips book and 10 C&VG mags freeworth £630 sell for £330. Contact Sacha on: 081 741297
FOR SALE Phillips colour monitor, high revolution, only 2 weeks old. Worth £300 Will sell for £200, mint condition ring Vicky: 081 367 4077 Hurry!!
SEGA MASTERSYSTEM, 2 control pads, and 9 games only(Wonderboy 3, Shinobi). Excellent condition, 3 months old and boxed with instructions, £100 all other offers considered. Phone: (066479) 525
SEGA MASTER SYSTEM 15 games includes Mickey Mouse, complete with Joystick, ST Controller, handle Controller 3 D Glasses and games, + Rapid Fire Unit, and Light Phaser. Bargain at £225 ono Tel: Ben 0272 552502
190 NES GAMES for £110 Nintendo computer pack includes 2 infra red joypads leads, consoles etc and 190 games all for only £250 Call Tundi on: 254 9166
SEGA MEGADRIVE AND SEGA GAMEGEAR with G Shinobi, and megadrive with Street Smart, John Maddens and Super Real Basket ball for Super Famicom Pal or Scart Call Ruben on :081 684 5226
2 MASTER SYSTEMS for sale both with Mickey Mouse only £60. 2 Spectrums for sale both with 60 - 100 games and joystick £90 each Tel: 041 637 5531
AMSTRAD CPC 464 green monitor, modulator, Joysticks over 200 games like Batman, Midnight Resistance, with Mags, manuals, worth over £600 sell £180 ono Call :Paddockwood 0892 835253
COMMODORE 64 Joystick and Loader in great condition, £170 worth of games inc. Kick Off 2, Man Utd, Multi Player Soccer and others only £130. Phone: 0732 451792 ask for Philip
RETURN OF THE JEDI, TEST DRIVE, Renegade and They Sold A Million One, Disk for the Commodore 64, and lots more games available for only £5 each also Teenage Mutant Ninja Turtles for the Nintendo NES £15. Contact Alex on:05806 3612
AMSTRAD GAMES Over 50 games for sale include Batman, Ghostbusters 2, Star Wars, Advanced Dungeons and Dragons ranging from £1. Ring Michael on: 0539 822662
ATARI 520STFM double sided disk drive, Joystick, mouse + mat, all inc. Lots of games inc. Robocop II, Chase HQ, and many more £299 ono. 081 665 0241
SEGA MEGADRIVE with 10 games including Aero Blasters, also 3 joypads inc Arcade Power Stick, everthing boxed, 6 months old very good condition, worth £500. Sell for £375 ono or will swap for good Famicom package. Phone Cecil on: 081534 7567
SPECTRUM GAMES for sale over 300 titles prices range from 50p to £7 send SAE for full list to: Kenny Young, 14 Cornflower Close, Southampton S03 6SN
AMIGA A500 for sale includes 1 meg upgrade, mouse, joystick, TV modulator, and £1600 of software good as new and still boxed will sell for £500 03954 3839
NINTENDO with Wrestling, Turtles, Batman and Donkey Kong Jr. £120.00 or will swap for four Megadrive games or eight Game Boy games or Game Gear and game. 061 740 1803.
NINTENDO GAMES FOR SALE Clu Clu Land, Stealth ATF and Balloon Fight. Also NES Maxx Hand Controller and NES Advantage joystick. Ring Michael on 0539 822662.
JAPANESE MEGADRIVE with Sonic the Hedgehog and Wrestle War, with extra joypad

DIAL-AN-AD NUMBER

0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

included. Excellent condition, genuine reason for sale, £130. Call 0272 515582.

BRAND NEW NINTENDO MAG with latest reviews and a chance to review games of your own. Big tips section with your tips and ours. Call Michael on 0539 822662.

PC ENGINE HANDHELD with four games. £250.00 all as new. 081390 0055.

PC ENGINE GT HANDHELD with one game and transformer. Mint condition, only £200. Contact Nick on 0703 452627.

SEGA MASTER SYSTEM All boxed with control stick and 2 control pads, 5 games including Moonwalker and World Soccer, Sell for £80. Tel: 0707 335419

WANTED Lynx or Gameboy with 4 games, will swap Nintendo NES with games worth £150 or Commodore 64 with games and Joystick worth £350 Tel: 0772 824508 ask for Bret.

NINTENDO GAMES CONSOLE + Zapper Pythons 2 Joystick also Duck Tales, Tack n Tale 2, Super Mario Bros, Duck Hunt and Excite Bike, excellent Condition. Cost £230 Sell for £180. Phone 0383 721475 weekdays after 4pm

AMSTRAD 3PC with screen monitor over 50 games, worth £500 sell for £100-£120 Tel: 091 2733248 ask for Tony

FOR SALE Megadrive games, inc Sonic the Hedgehog and many ore each game for only £20, or swap for Amiga gear or Lynx games. Phone Dave on 081 959 0094

AMSTRAD GX4000 for sale with 2 control pads, and Burning Rubber cartridge in original packaging and complete with manuals. Bargain at only £50 Tel: 081 459 6209

WANTED Gameboy games will buy or swap if interested phone Paul on Bradford 0274 491805

MEGADRIVE with 6 games including Sonic, 4 months old with Complete Guide to Consoles books 1-4. Will swap for Amiga 500 it must have 1 mega upgrade and mouse, no games needed or wanted. Ring Neil Cook on 081 858 7979

WALKMAN £50 with earphones and pocket radio £10, or £50 for all and a choice between Zelda and Turtles £15 each or both for £20. Phone 071 407 4616 and ask for Kim.

FOR SALE or swap 6 megadrive games inc Shadow Dancer, Eswat, Monaco, Golden Axe, DJ Boy, Tatsujin, or will swap for Gamegear, offers considered. Phone David on 0819590094

WANTED Who Framed Roger Rabbit instruction booklet for Amiga 500 will pay £7 max. Tel: Telford 0952 432263 after 6pm

SWAP Super Mario World or Alley Way for any decent game for the Gameboy, Phone Mark Wright on: 021 423 3371

SPECTRUM 128K +2 for sale, light gun, joysticks and about 200 great games including Power Up, Shadow of the Beast, Golden Axe, 30 mags if you buy now! 0344 772157 £170

ATARI 520 STFM £500 worth software inc Lotus, Man Utd Europe etc. 2 Joysticks, mouse, disk box, immaculate condition worth £800 selling for £250 ono Phone: 0376 517252 ask for Keith

FOR SALE Sega megadrive, with 2 joypads, 1 Turbo Rapid, 5 games inc. Mickey Mouse, Sonic the Hedgehog, and Friends of Shinobi, Aero Blasters and Wrestle Wars. Will sell for £300 ono or swap for Super Famicom with 2 games. Tel:0504 43617 ask for Rory

FOR SALE Sega megadrive Pal runs all carts, with

THE MICROSELLS cont.

2 joypads, 1 Rapid Fire, 5 games inc. Sonic the Hedgehog, Mickey Mouse, Aero Blasters, Revenge of Shinobi, and Wrestle Wars. Will sell for £275 - £300 ono or will swap for Super Famicom Pal with Mario 4 and Final Fight. Tel: 0504 43617 and ask for Rory

NINTENDO GAMEBOY 5 games - Tetris, Revenge of Gator, Burai Fighter, Mercenary Force, Video Link, Stereo Headphone, 12 batteries and carry pouch, £120 ono, Tel: Aylesbury 0296 392486 ask for Dean

FOR SALE 4 Amiga games - The Immortle, Chambers of Shaolin, Ninja Warriors and Warhead, £12 each or swap for Gameboy. Tel: 0792 775671 ask for Chris

ATARI STE includes 2 Joysticks, all manuels and over 40 games including Apache Gunship, Speedball 2. Sell for £310. Phone: 081 947 8172

AMSTRAD CPC 464 computer with green screen monitor and games inc. Dragon Ninja, Robocop + Operation Wolf + Joystick. In very condition, £120 Please contact Mark on: 0703 444298

SEGA MEGADRIVE boxed with 2 joypads and 7 top games, £280 or swap for Famicom Pal with 1 game Tel: 0533 715116 ask for Ahab

FOR SALE Spectrum 128K +2 excellent condition over £150 worth of games inc. Gremlins 2, Robocop and Back to the Future 2, complete with hand manuel, its a bargain at only £

SUPER FAMICOM SCART for sale with 4 games and 2 pads, still under guarantee, and boxed has the best scart modification around for only £300 ono ring: 689 2668 weekdays after 6pm

SWAP megadrive (Pal) and Game Gear (all carts) + games eg. Fantasia, Sonic, VG Shinobi for Famicom (Pal) + any game. Phone: 0793 750264 evenings.

NINTENDO for sale, comes with Zapper Robot, 2 contollers and 3 games, Bargain £120 or will swap for Gameboy with 3 or 4 games, Phone 051 220 0068 ask for Gary

2 GAMEBOY GAMES to swap or sell, Alley Way and Turtles Fall of the Foot Clan. Phone: 0453 886952 ask for Matthew

C64 games for sale, all under £4 each, games inc. Creatures, Swiv, Super Monaco, Lotus Esprit and many more, Navy Seals and Chase HQ 2 both on cartridge, £10 each. Tel Andy on: 0482 640369

SELL Gameboy and game, Lynx with Road Blasters and Ninja Gaiden, Only £160 ono worth £235 will swap for Game Gear and game. Phone: 071 602 5320 ask for Clinton

NINTENDO Gameboy for sale, Great condition with Tetris and Golf, packaged as new including Headphones and 2 player link up, free entry form for club Nintendo and new batteries. Worth £90 yours for just £60 great Bargain. Phone: 0608 677200

FOR SALE Spectrum 128K +2 excellent condition over £150 worth of games including Robocop, Back to the Future 2, complete with hand manuel, its a bargain at only £100 Phone Darren on: 091 253 4258

MEGADRIVE Japanese Pal, boxed, very good conidtion 6 games including - Super Monaco GP and Afterburner 2, Arcade Power Stick with Rapid Fire, Worth £380 sell for £250, Phone: 081 397 9704 after 4pm ask for Richard

NINTENDO Gameboy for sale includes Headphones, Double Link, New batteries, with Tetris, Robocop, Gargoyles Quest, Super Mario

THE MICROSELLS cont.

Land, all boxed, in excellent condition ring: 0782 52232 ask for Richard

NINTENDO GAMEBOY for sale includes Headphones, Batteries, Double Link, Tetris, all boxed, includes 4 games, Robocop, Gargoyles Quest, Super Mario Land, all in excellent condition sell for £90 ask for Richard on: 0782 522380 or swap for English Megadrive with 2 games and Joypad.

GAMEBOY with 8 games. including WWf, Gremlins 2 and Batman, boxed as new with 2 player lead, only 1 month old £140 ono. Phone Colin on: 0968 60852 excellent condition

MEGADRIVE for sale Japanese pal version, good condition, 6 games including Monaco GP, Afterburner 2, Arcade Power Stick, Worth £380. Sell for £250. Phone: 081 397 9704 after 4pm, ask for Richard

AMSTRAD CPC 464 with colour monitor in excellent condition with £500 worth of software including:- Lotus, Batman, Klax and Kick Off, Bargain at £350. Ring: 0730 65426 at 4 - 7pm at weekends and ask for Des for quick sale.

NINTENDO boxed in top condition, with 2 pads and 4 games, bargain for quick sale £100 Phone: 081 854 5538 ask for Andy

ATARI LYNX excellent condition, with 6 games including Ninja Gaiden and Road Blasters, swap for Megadrive Pal with games or sell for £170 Tel: 0344 777571

MULTIFACE 3 for spectrum +3, used twice worth £35, will sell for £25, contact Matthew after 7pm on: 0484 549039

SWAP Good Hi-Fi for Megadrive with games Phone: 0908 373463 ask for Mark

AMSTRAD CPC 6128 comes with colour monitor, 1 joystick, 70 games £600 worth, cassette and disk drive and leads, cost £399, if interested phone: 081 546 7181

ATARI LYNX for sale boxed, mint condition, full pack with California games, PSU and comlinks, £100 ono ro will swap for a Pal Megadrive Tel: 0792 653294

COMMODORE 64 Superb condition, Joystick, boxed, £200 or more worth of games, including - Creatures, Golden Axe and Nark, all leads, manuel, Datacassette, worth £350, sell for only £120. Tel: 0204 747330 ask for Greg

YAMAHA PSS140 Keyboard, 5 drumpads, 100 voices, 10 different rhythm selection, hardly used, still boxed with relevant PSU and leads, only £50 Tel: 0204 707330 ask for Craig

WANTED Gynoug, Zero Wing, or Aero Blaster for Megadrive. Swap or buy. Phone: 0847 62946 ask for Keith. Other megadrive games also wanted.

AMSTRAD GX 4000 5 games, Pang, Robocop 2, Switchblade, Pro Tennis Tour, Buring Rubber. Whole lot worth £225. All boxed, mint condition, Total bargain at £120. Paul Watson, Wellin Garden City 0707 320392

IMMACULATE SPECTRUM 48K loads of games such as Robocop, Batman, R-Type, Cassette Recorder, Manuels, magazine, mint condition, complete Bargain £85. Paul Watson Wellin Garden 0707 320392

WANTED Amiga 500 with mouse and modulator with no games or extras, phone Jay on: 0277 214847 anytime

SPECTRUM 48K For sale, mucky and a bit wrecked, but still works, 1 game £25 ono, Good hey. Contact: Brian or Neil or Yas Tel: 0283 69563

DIAL-AN-AD-NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

Amiga 500 hardly used. With some games including Speedball 2 Killing Cloud Xenon 2 & more. Also has mouse mat & other extras. Bargain at £265. Phone Leighton on (0202) 762344

Gameboy 2 months old Carry case Tetris and Double Dragon boxed. Swap for Atari Lynx. Phone Daniel 08525 672

Commodore 64 8 months old. Over 20 magazines 3 joysticks 100+ games inc. Turrican Turrican 2 Creatures Myth etc. All for £150 o.n.o. Also for sale 6ft-3ft snooker table £25 o.n.o. 07450806

Amstrad CPC 464 Green monitor and keyboard Two joysticks one's a double. Approximatley 40 games including Outrun and Gremlins 2. Also head allignment tape and cassette cleaner. All in good condition. Only £250 Tel. Braintree 28844

Atari STE for sale including mouse joystick and over £200 worth of software including Shadow Warriors.Only 1 year old£300. Phone 0202 471975

Pal PC Engine+ CD ROM 5 joypads and over 20 good games. Worth £1000+ sell for just £420 or will consider offers. Boxed and in good condition. Tel: 081 947 0150 ask for Jean Paul

Sell Atari ST original games latest such as Midwinter 2 Darkman etc. Send for list. Jukka Kosonen, Kumpu,58700 Sulkava, Finland

Commodore 64 (cassete) Lightgun pack with kit. Over 20 games price £175 o.n.o. Call 0604 811140 after 4PM

Sega Master system with 2 control pads 13 games including Mickey Mouse Wonder Boy 3 Psycho Fox and Alex Kidd in Shinobi World. Also light phaser gun with 3 games in combo cartridge. £200 Tel 0733 350259

Atari ST Games Speedball 2Kick Off 2 Platinum Compilation Operation Thunderbolt Untouchables £10 each. The ONE issues 6,8,9,11,12,15-34.£30. Including coverdisks. Tel. Belfast 655040

FAMICOM(PAL) with advanced colour upgrade + Final Fight + F-Zero £310 ono. Amstrad games for sale, over £360 worth of good original titles bargin at £40 ono. Remember offers welcome, Call 081-541-1001 between 12am-9pm.

NINTENDO GAMES for sale, Duck Tales, Batman, Turtles, Robocop, £25. Rush`N`Attack, Punch Out, Super mario, £20. Skate Or Die £15. Phone 0206 82 4208.

ATARI LYNX (boxed), includes Comlynx, Adaptor, Batteries + charger etc and 7 games : Gates of Zendocon, Zalor Mercenery, Paperboy, all in VGC, sell for £190, contact : Mark (0483) 39242 (Guildford) buyer test and collect or could post. Hurry! Hurry!

AMSTRAD CPC 6128, with colour monitor, joypad and joystick, plus £230 worth of games, Powerdrift etc. First £300 secures. Tel 0222 551816 ask for Jeanne.

NEW SUPER FAMICOM Pal + 8 games including R-Type, F-Zero, Pilot Wings, Mario World. Only £460!! Write to Nick Morgan, Woodford Farm, Maidstone road, Staplehurst, Kent, TN12 ORH.

SPECTRUM + 2 with Navigator joystick, AMX mouse (Worth £65) 15 demo tapes, 14 Spectrum mags, £220 worth of top games, Extra power pack and different bits. Worth over £470, first £200 secures. Phone Lee on 0452 421147. (Gloucester).

C64 with cassette deck, 2 joysticks, light gun, manual, books and over £800 worth of games inc North and South, Robocop, Turrican, Golden Axe and many more. Worth £1000 Accept £200 ono, TEL 0246 270 466.

ATARI ST- Boxed with books, magazines and games; Virus, Xenon etc. Also 1st Word +. Excellent condition, £180 ono, Phone 0594-544088.

C64 TAPE GAMES, Large selection, for list send S.A.E to J. Holton, 10 Broad Leaze, Hook, Hants RG27 9PF.

AMIGA A500, A501, 2nd Drive, 8833 colour stereo monitor, software, joysticks. All in pristine condition £400 ono. Telephone (0734) 733016.

I WILL SWAP my C64 + Joystick + games. Games inc Narc, Creatures, Turrican 2, Strider 2, U.N. Squadron; and £60 for an Atari 520 with games or an Amiga with game(s). Intrested phone Mark on 061 789 6960 best offer accepted.

PC ENGINE HANDHELD for sale with 2 games, Good condition, 1 week old £200 ono, phone Whay (0865) 69961

SPECTRUM +3 disk drive, multiface 3, 2 good joysticks, £500 worth of games on tape and disk, tape recorder, light gun, all worth £1`500: Bargin at £295. Phone Matthew on Devizes (0380) 850386.

SEGA MEGADRIVE, for sale. UK Version= all relevant leads. Includes joypad, Mickey Mouse, Strider, Battle Squadron and Altered Beast. Worth £300 sell for £200 or swap for Atari 520 ST. TEL 0347 21730, and ask for Richard or James.

NES NINTENDO v.g.c Boxed as new, 4 games, Simons Quest, SMB 2, Turtles, Megaman 2, £90.00. Ring stephen 0480 73464.

ATARI LYNX in good condition, plus PSU, Comlynx, California Games, Gauntlet 3, £75 the lot. Contact dan on 0473 684233.

COMMODORE 64 CONSOLE for sale. Comes with 5 games inc, Robocop 2. Excellent condition, 1 joystick, all leads £88 ono TEL 07697722.

ATARI STFM 1 meg drive with 30 games + joystick, excellent condition, boxed £180 ono. Phone 0623 513758.

PC ENGINE with 4 games, good condition. Only £140 ono, phone 0623 513758.

SPECTRUM 48K with joystick, loads of magazines with tapes, 70+ games, bargain £70. Phone Michael on 0602 332733.

COMMODORE 64C Nightmoves pack, tape deck, 2 joysticks, action replay MK6 cartridge, over £150 of new software titles inc Robocop 2, Turrican, turtles, various magazines with covertapes, nearly brand new,excellent condition, boxed, worth over £350, Bargin £200. 0924 275749.

SPECTRUM 48K+, with Interface 2, Specdrum, 2 joysticks,Hundreds of pounds worth of software, magazines, all leads etc, plus a computer desk unit, quick sale required, hence £60!!!!!!!!!!! contact Greg at work on **071-251-6222 ext 2137.**

PC ENGINE PAL for sale with joypad, joystick, 2 player adaptor, 7 games including R-Type, Splatterhouse, Devil Crush and Motorroader 2, excellent condition worth £400 sell for £250 ono. Phone (0342)715144.

CONVERTED N.E.S. for sale.US and UK compatible includes SMB3, SMB1, megaman, tetris, bionic commando, turtles, metroid, kid icarus 2, joypads, joystick, 2 infra-red joypads, worth £500. Offers between £250 to £300 accepted, 6 months old still boxed. Phone (0236)29102.

NINTENDO FOR SALE, with 4 games including, Snake Rattle and roll, Megaman 2. Excellent condition with box, Phone Robert (0473) 250752.

NINTENDO GAMEBOY, 6 games including Double Dragon and Mario, Power supply, Gamelight, Sound Booster and batteries. Nintendo console included with Turtles and accesories, £200ono call Adrian on 021-783-7765.

MEGADRIVE + Panasonic portable stereo for sale +Altered Beast, Super shinobi, Ghouls `n Ghosts, Dynamite Duke, Dick Tracy, Strider + Jap/UK games converter, arcade power stick, tips book. Worth £650. Sell for £320. Call Sasha on 081-741-2972.

PC ENGINE SCART in excellent working order with 3 games including Download & Ninja Spirits. Bargain £100 no offers TEL 0282 611678 evenings.

BOXED JAPANESE PAL MEGADRIVE, controller, scart lead, Strider, Golden Axe, Super Shinobi, D J boy, cost £270 sell £175. Also Boxed PAL PC Engine, controller, cost £170 sell £130, john (08206) 30359

MEGADRIVE, Japanese version, Boxed as new + joypad, Power pack, Altered Beast, Super Shinobi, Tatsujin - Bargain - £130 ono telephone Andy 0843 291565.

C64 (NEW STYLE) for sale. Cassette deck and over 100 games. Including Robocop, Afterburner, Op Wolf, Kick Off, Barbarian 1 + 2. Also a mouse. All this for just £150. Contact Gary on (0706) 226572.

ATARI STFM, inc 1 joystick over 55 games including Kick Off 2, Rainbow Islands and many more. Includes mouse, manuals + all leads, v.g.c worth £800 sell for £300. Phone Charlie (0527) 20859 after 6pm.

AMIGA 500, Unwanted present in excellent condition with a good selection of software including speedball 2, Golden Axe, Cadaver, Killing Cloud, Xenon 2 & more, also has mouse + mouse mat. Sell for £315 Phone Leighton on (0202) 762344.

MEGADRIVE for sale, 8 games including Sonic the Hedgehog, Hellfire, Atomic Robo Kid, Golden Axe, Altered Beast, World Soccer, Super Basketball, 2 Joypads.£250 or swap for Amiga A500 with games contact Andrew on 061 681 4666 between 4pm and 6pm.

AMSTRAD 464 PLUS, colour monitor, joystick, controller paddle, software, magazines, eight months old, worth around £900 will sell for £470 ono. Phone Charlie 021 453 6079 between 6pm and 8pm.

AMIGA GAMES, Robocop 2, Nightbreed (Action game), Turrican, Midnight Resistance all from £10 and up, ask for Geoffrey on 081 449 4776. (I will pay for postage) phone any time after 4:30 pm (except weekends).

COMMODORE 64, disk contacts wanted. Send letter or disk to dave, 14 Pelham Street, Ilkeston, Derbyshire, DE7 8AR, All letters answered.

SEGA MEGADRIVE for sale, boxed and guaranteed, 10 games including Sonic the Hedgehog, Wrestle Wars and PGA Tour Golf, Turbo Joypad, £290 or swap for Super Famicom with no games. Phone Matthew on 0204 399697 after 5pm.

AMIGA 500 with mouse, over £500 worth of games including, Ghosts n Goblins, Sly Spy, Turtles, Rainbow Island and many many more. Worth well over £1000 sell all for £420 or nearest offer. Phone Bradford 545436 after 8pm.

GET YOUR GEAR HERE!

TOMB OF DEATH

CAN YOU SURVIVE IN THE DARK LABYRINTH, DEFEAT THE DEMONS, GHOULES & ZOMBIES, OUTWIT THE CUNNING WITCHES & ACHIEVE RICHES BEYOND YOUR WILDEST DREAMS?

0898 100 625

C.I.C. Marketing, PO Box 1660, B1 1AA. Calls cost 34p/min cheap, 45p/min other times.

MEGADRIVE OWNERS

Exchange used for used for just £3 or used for new for £10 easily the cheapest exchange rate going.
Games such as: Bonanza Bros, Lakers Vs Celtics, Sonic the Hedgehog.
We also buy and sell games
Just send you cart to: Exchange, PO Box 138, Twickenham TW2 7LY
Add £1 per game. Phone **081 898 2503** to confirm availability.
All games tested and returned in first class post. Open Mon - Sat 9am-7pm

---

COMPUTER REPAIRS

FROM £15 + PARTS + VAT.
90 DAY WARRANTY
WE ALSO STOCK GAMES ON CARTRIDGE AND DISK

COMPUTABASE
CRADOCK STREET,
LOUGHBOROUGH,
LEICS, LE11 1AH

VISA

ATARI ST/AMIGA

Games for **REVIEW** or **PURCHASE**
TRY before you **BUY**
At least **15% off** all software
Guaranteed Originals
Top 30 Titles always available
Public Domain Catalogue and Swapshop
Please enclose **LARGE S.A.E.** 'Plus 30p postage (stating format)' to:-
Cum-Com Software Review (DEPT CVG)
Gardner's, 63 Kingsnorth Road,
Ashford, KENT TN23 2HZ

D.M.C's CONSOLES

Growing Through Recomendation ! Perfect Picture TV Famicom - NOW !

Used carts also available !

MEGADRIVE		FAMICOM	
MAGICAL HAT..	£ 18.99	ACTRAIZERS...	£ 35.99
AEROBLASTERS	£ 25.99	F-ZERO.....	£ 35.99
ZERO WING....	£ 30.99	ULTRAMAN....	£ 39.99
ALIEN STORM..	£ 31.99	MARIO WORLD..	£ 41.99
SONIC.....	£ 31.99	NINJA QUEST..	£ 41.99
WRESTLE WAR..	£ 31.99	PILOT WINGS..	£ 41.99
BARE KNUCKLE..	£ 32.99	UN SQAUDRON..	£ 43.99
OUT RUN.....	£ 33.99	R-TYPE II....	£ 43.99

GOODS SENT BY 1ST CLASS REC. DELIVERY.
CHEQUES PAYABLE TO: DALE ADAMS, 128 BLOOMFIELD RD., BATH, AVON, BA2 2AS.

Super Famicom (TV)-perfect !!
ADD £1 P&P PER GAME
Free used cart exchanges !
Free fan magazine !
TEL : (0225) 316 796

WIN £100 and a CD

NAUGHTY TRIVIA QUIZ
0839 03 03 28

ROCK TRIVIA QUIZ
0839 03 03 26

FOOTBALLTRIVIA QUIZ
0839 03 03 27

5p per 8 secs cheap rate 6 secs other times
Questel PO Box 3000 London N20 NRB
Please ask permission before you call

THE DEALER DIRECTORY

BEDFORDSHIRE
FAXMINSTER LTD
18 Church Street, Dunstable,
Bedfordshire LU5 4RU.
0582 475474

BUCKINGHAMSHIRE
SOFT-LY
5 Deer Walk, Shopping Building,
Milton Keynes.
0908 670620

CAMBRIDGESHIRE
LOGIC SALES LTD
6 Midgate,
Peterborough PE1 1TN.
0733 49696

CORNWALL
TRURO MICRO LTD
Bridge House, New Bridge Street,
Truro, Cornwall, TR1 2AA.
0872 40043

DEVON
FLAGSTAR COMPUTERS LTD
Totnes Computer Centre, 1 Apple Lane,
High St., Totnes, South Devon.
0803 865520

ESSEX
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 33/34, Rumford Shopping Hall,
Market Place, Romford, Essex.
0708 744338
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
Units 619, Pavilion Building,
Lakeside Shopping Centre,
West Thurrock, Grays,
Essex RM16 1WT.
0708 890800
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
205 St. Mary's Lane,
Upminster
Essex
Tel: 0708 640500

GLOUCESTERSHIRE
THE CARTRIDGE FAMILY
151 High Street, Tewkesbury,
Gloucestershire.
0684 290097

HERTFORDSHIRE
FAXMINSTER LTD
25 Market Square, Hemel Hempstead
0442 255044
GAMESKEEPER
10 Station Road, Letchworth, Herts.
0462 672647

HERTFORDSHIRE Cont...
LOGIC SALES LTD
5 Lynton Parade, Cheshunt, Herts.
0992 25323

LONDON
EROL COMPUTERS
125 High Street, Walthamstow,
081-520 7763
LOGIC SALES LTD
19 The Broadway, Southgate,
London, N14 6PH.
081-882 4942
SOFTWARE CHOICE
Units 5&6 Inshops
71-73 The Mall, Stratford,
London, E15.
081-519 6266
THAT'Z ENTERTAINMENT
DISCOUNT SOFTWARE
c/o Shopping World, 259 High Street,
Walthamstow, London E17.
081-503 6633

LEICESTERSHIRE
K.C. COMPUTER EMP
37 Pinfold Gates,
Loughborough,
Leics LE11 1SG
0509 211799
Fax: 0509 881600

STAFFORDSHIRE
FOSTERS
59 Tamworth Street, Lichfield,
Staffs. WS13 6JW.
0543 262341

WALES
SOFTCENTRE
28/30 The Parade,
Cwmbran Town Centre, Cwmbran.
06333 68131

WEST MIDLANDS
SOFTWARE SERVICES
278 Vicarage Rd., Kings Heath,
Birmingham, B14 7NH.
021-441 1871

COMPUTER REPAIRS

Megadrive
Commodore 64
Commodore Amiga
Spectrum
Atari ST520 also
1 Meg upgrade
Amstrad
Vic 20

FREE ESTIMATES
3 MONTH WARRANTY

Contact:
AVC Unit 65, Kariocca Business Park,
(off Devonshire Street), Ardwick,
Manchester M12 4AH
Telephone for an Estimate 061-273 8772

USE YOUR WITS TO BEAT THE COMPUTER

QUICKFIRE!

win a pocket colour TV

The fastest & funniest trivia game on your phone!

call now
0839 44 22 68

5p per 8 secs cheap rate 6 secs other times
Questel PO Box 3000 London N20 NRB

No 48 SEPTEMBER 1991 £1.80

ACE

• AMIGA •
• PC • ST •
• MEGADRIVE •
• GAMEBOY •
• LYNX •
• SUPER • FAMICOM •

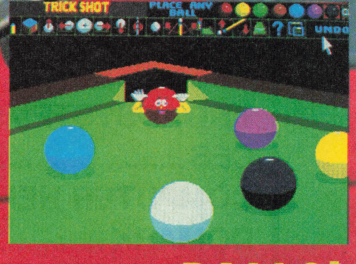
ADVANCED COMPUTER ENTERTAINMENT

AMIGA EXCLUSIVE

LOTUS 2

Gremlin's gas guzzlin' limit breakin' tyre squealin' SEQUEL!

INSIDE
10 PAGES
Of Console Reviews!



CHOPPER ASSAULT!
Core's Thunderhawk outguns the enemy.

OUT NOW

BALLS!
Jimmy White's Whirlwind Snooker.

EXCLUSIVE! BULLFROGGER
Amazing secrets from the PowerMonger team.

TRICKS 'n' TACTICS
Playguides, pokes and cheats for: Gods, Monkey Island, Super Mario World, Space Quest IV, Prince of Persia, Strider.

LATEST TITLES PREVIEWED & REVIEWED INCLUDING: EYE OF THE STORM, MEGATWINS, THUNDERHAWK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLES, CENTURION, ALIEN STORM, MAUPITI ISLAND, BEAST BUSTERS, ELF, WILD WHEELS, HATRIS, G-LOC, HALLEY WARS, PACMAN, PSYCHIC WORLD, R-TYPE II & SUPER R-TYPE FACE OFF ...AND MANY, MANY MORE!

"COMPUTER HELPLINE"

FRUSTRATED, GETTING ANNOYED, CAN'T FINISH YOUR FAVOURITE GAME. NOT TO WORRY. ALL THE ADVENTURE SOLUTIONS, POKES, CHEATS YOU NEED. SIMPLY PHONE:-

0839 654207

ONLY 2 MINUTES TO HEAR ALL SELECTIONS ALSO FREE TOP 10 COMPUTER GAMES. UPDATED WEEKLY

CALLS COST 36P MIN CHEAP, 48P OTHER TIMES

VIDEO GAME CENTRE

870 WIMBORNE ROAD, BOURNEMOUTH, BH9 2DR

MEGADRIVE UK/USA		MEGADRIVE JAP		GAMEBOY	
E.A Ice Hockey	39.99	Strider	24.99	Nemesis II	24.99
Street of Rage	34.99	Shadow Dancer	24.99	Parodius	24.99
Fantasia	39.99	Golden Axe	24.99	Castlevania II	24.99
Spiderman	36.99	Hellfire	24.99	Burgertime	24.99
Sonic Hedgehog	34.99	Outrun	34.99	Navy Seals	24.99
Turrican	39.99	Dinoland	34.99	Mysterium	24.99
Road Rash	39.99	Megatrax	34.99	Mickey Mouse	24.99
Alien Storm	34.99	ATARI LYNX		Dragon Tail	24.99
Phantasy Star III	49.99	Pac Land	28.99	The Punisher	24.99
Onslaught	39.99	Ninja Gaiden	28.99	Spuds Adventure	24.99
Stormlord	39.99	Chess	28.99	Bubble Bobble	24.99
688 Sub Attack	39.99	Warbirds	28.99	Blobette	24.99
Street Smart	34.99	A.P.B	28.99	Scrabble	24.99
Wardner	34.99	Carry Pouch	12.99	Tail Gator	24.99
Hellfire	34.99	Kit Case	16.99	Robocop	24.99
Thunderforce III	34.99	Screen Guard	7.99	Gremlins II	24.99

SEND S.A.E. FOR FULL PRICE LIST

VISA

TEL/FAX 0202 527314

DOES YOUR ADVERTISING WORK AS HARD AS IT SHOULD?

C&VG has a circulation of 90,171, on average 2.5 people get to read each copy of C&VG thats sold giving a total readership figure of 225,427. With the Christmas sales period being the most important can you afford to miss 225,000 buyers?

Call Greg on 071 251 6222 ext 2137 to discuss advertising in the November issue

WANTED

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

CASH PRIZES

0898 313590

ALIENS

Can You Kill The ALIENS For CASH PRIZES

0898 313573

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

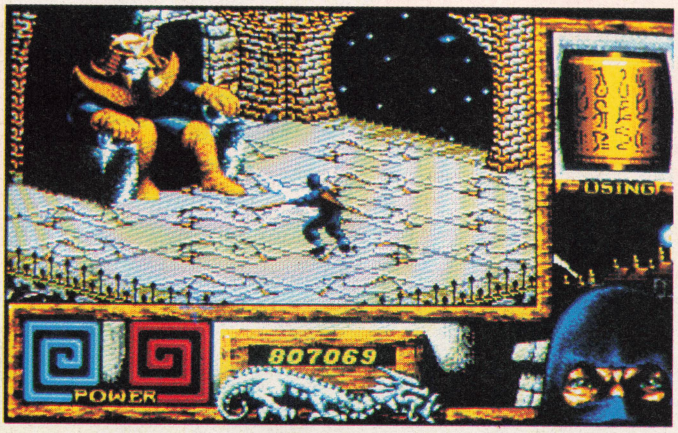
ADVERTISEMENT INDEX

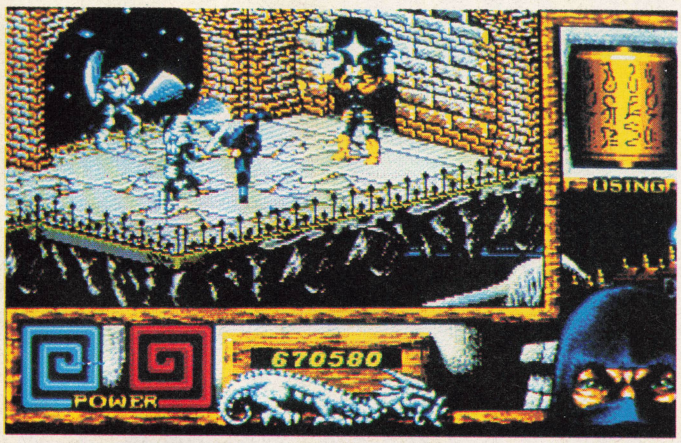
ACTIVISION.....59
ACTIVISION.....30 & 31
ANCO.....IBC
BROADSYSTEMS.....84
CES.....77
COMPUTER HELPLINE.....122
DOMARK.....69
DOMARK.....99
GREMLIN.....119
GUIDING LIGHT.....76
GAMES GALORE.....78
GAMEZONE.....69
HARTSCROST.....76
ICE.....77
INFORMATION VENDORS.....64
JAPAN CENTRE.....77
JOKELINE.....77
KC COMPUTERS.....81
LEGION.....75
MEGAPHONE.....126
MICROPROSE.....13
MINDSCAPE.....57
MVL.....84
OCEAN.....IFC
OCEAN.....34 & 35
OCEAN.....103
OCEAN.....47
OFFTRON.....76
PETER JAMES.....76
PRESTON GAMES.....82
SOFTWARE CITY.....86
SEGA.....15
SEGA.....93
SHEKHANA.....48
TELEGAMES.....84
US GOLD.....81
US GOLD.....82
US GOLD.....27
US GOLD.....22 & 23
VOICELINE.....124
VIRGIN.....7
VIRGIN.....11
VIDEO GAME CENTRE.....122

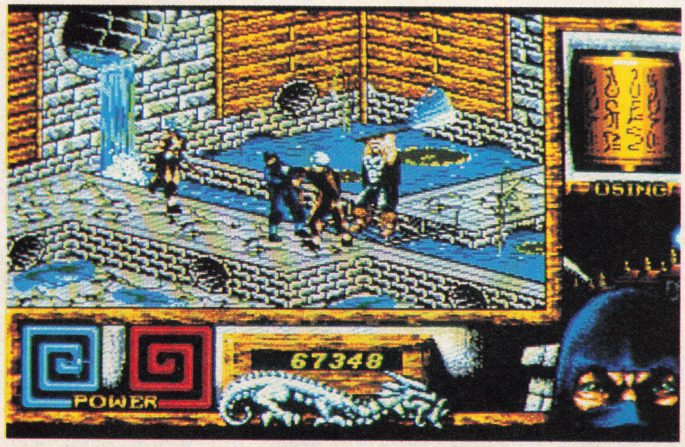
PREVIEW

Ninja. The ancient Japanese school of stealth, assassination and groovy black outfits. Ninja have long held a fascination for the games playing public and appear in one form or another, in almost every beat em up since the genre began. System 3 have finally announced an Amiga version of their 64 classic. The game is an isometric 3D arcade adventure, featuring a plethora of puzzles, problems and whirling Ninja death squads. There are several levels to negotiate, with each level having one of the elements as a theme. Fire, air and water are predictable enough, but the final showdown takes place in an area called the Void. This looks suspiciously like space, although quite what a Ninja warrior is doing in the blackness of space, is a bit of a mystery. The puzzle element is strong, with your Ninja having to collect materials and tools in order to progress. Weapons, free lives and bonuses are scattered throughout the terrain, so there's certainly lots to see and do. We wait with bated breath.

VERSION	DATE
AMIGA	TBA







All those nice Italians, like the ones in the Cornetto and Ragu adverts, will be horrified to discover that a small percentage of the Italian community have been a bit naughty. The range of their mischievous antics extends to extortion, drug running and callous murder. These are almost certainly pranks which merit a severe spanking and the immediate withdrawl of pocket money. Mario Puzo's epic account of these cheeky japes has now been transformed into an arcade style game from US Gold. The game takes the form of a horizontally scrolling platform shoot em up and apparently features some rather extraordinary graphics. In style, the game will be somewhat reminiscent of Rolling Thunder and will contain nine levels of blasting action. Extensive use of sampled sound effects should help the game's atmosphere and a hint of strategy will creep into the proceedings. Lots of hidden features and bonuses are there for you to discover and an icon driven panel smooths out the more complex aspects of gameplay. The game has scenes from all three Godfather films and there are tons of greasy dangerous looking Italians to blow away.

VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA

WIN A DJ SYSTEM!

THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DECKS, MIXER, CD PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

0898 404636

WIN A GAME GEAR!

0898 404635

WIN THIS INDY HEAT ARCADE MACHINE!

INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME! PLUS, WITH 14 DIFFERENT CIRCUITS TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THIS MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVING SEAT AND CALL NOW!

0898 404633

WIN AN AMIGA 500 SYSTEM!

0898 404637

WIN A RADIO CONTROL HONDA BIKE!

0898 404639

WIN A HONDA MOPED!

0898 404638

POCKET THIS 6 FOOT POOL TABLE!

0898 404634

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Average call length is 5.5 minutes. Calls are more expensive than normal so ask permission before you phone.

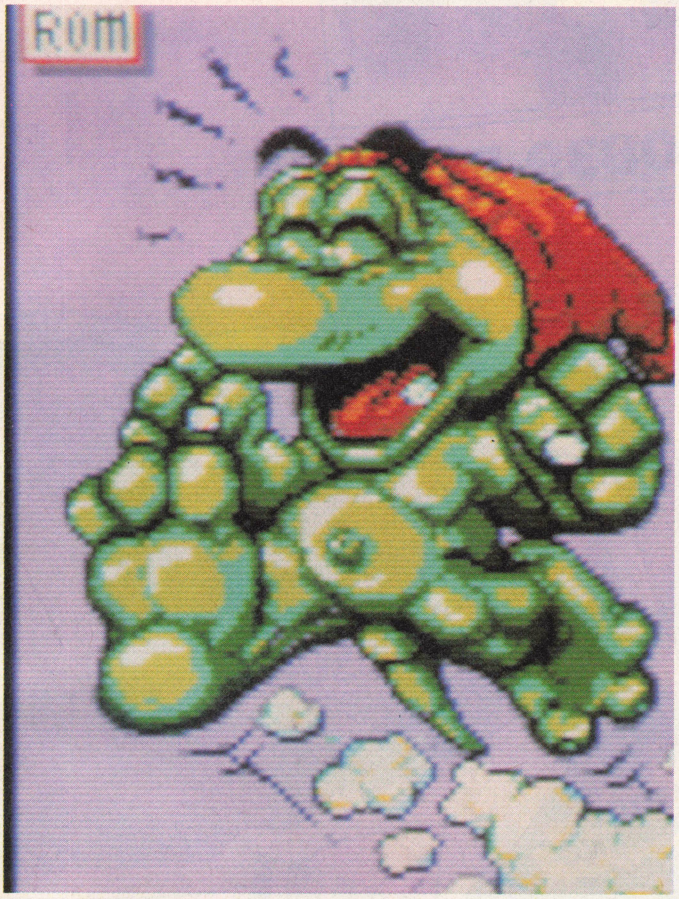
PREVIEW

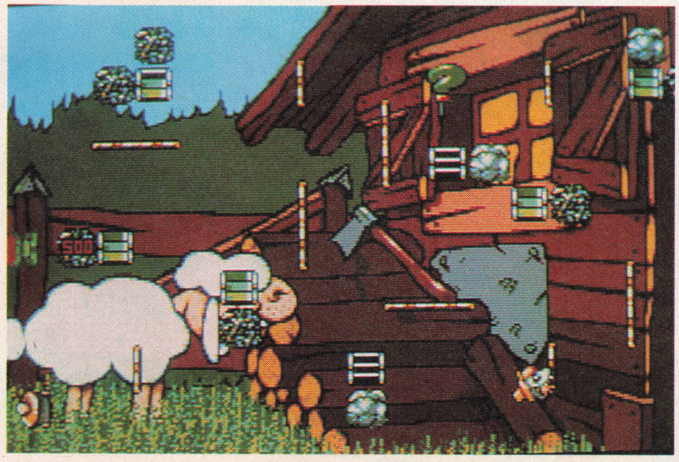
COOL CROC TWINS

EMPIRE

Take a couple of cute 'n' crazy crocs, drop them in at the deep end and let the fun begin! Now here's something very different indeed - a sort of climbing, flying, bouncing platform spectacular courtesy of Empire. Our Cool Crocs find themselves in all sorts of trouble as they attempt to head-butt their way out of trouble by bouncing around screen after screen. With a style of gameplay all of its own, tons of bonuses and some darned cutie crocs, we reckon this one could be a little bit special. So take a gander at these screen snaps (sorry) and watch out for the full lowdown soon!

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
PC	TBA	£ TBA
ST	TBA	£ TBA
C64	TBA	£ TBA

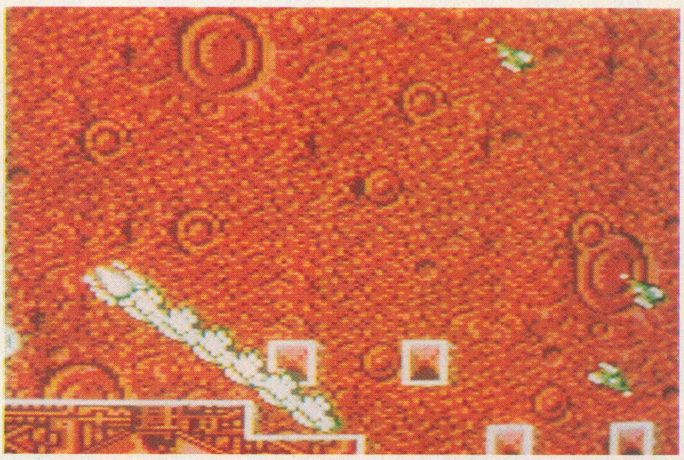


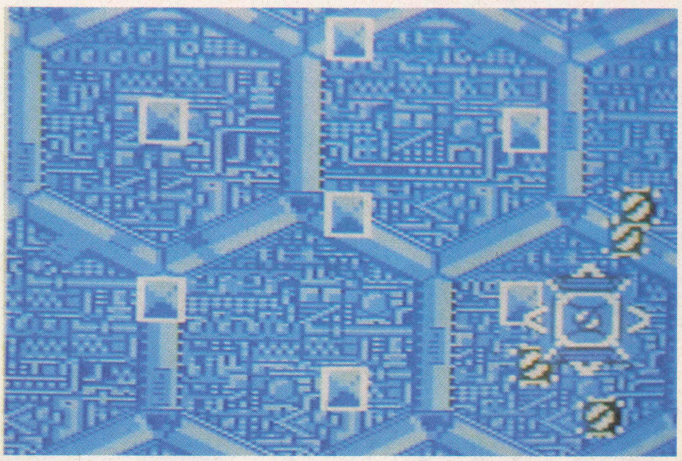


VOLFIED

ENTERTAINMENT INTERNATIONAL

As you read this, EI are beavering away on their home computer conversions of Taito's Qix-ish mini classic. Already a blimmin' good game on the Megadrive, Volfied casts you in the role of a tiny space ship attempting to snatch space from patrolling aliens and other assorted horrors. It's an addictive update to the all-time classic arcader Qix with a good few extras thrown in. We've already had a quick look at the Amiga and C64 conversions and both seem to have captured the spirit of the original pretty well. As ever, we'll keep you posted...





VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
C64	TBA	£ TBA

WIN!

AFTERBURNER

- IT'S MASSIVE!
- IT'S INCREDIBLE!
- IT MOVES!
- IT'S AWESOME!
- IT'S YOUR OWN FLIGHT SIMULATOR!

CALL 0839 550036 NOW!

WIN

THIS AMAZING PETROL-ENGINED OFF-ROAD GO KART!

CALL 0839 550037

IT HAS A POWERFUL PETROL ENGINE
IT'S EASY TO RIDE! IT'S FAST!
IT COULD BE ALL YOURS!

WIN!

THIS RAPID RADIO CONTROLLED TRUCK!

CALL 0839 550038

IT'S INCREDIBLE

WIN

THEY'RE WILD

STRAIGHT FROM THE USA!

A PAIR OR SUPER FAST SUPER TRENDY

ROLLERBLADES

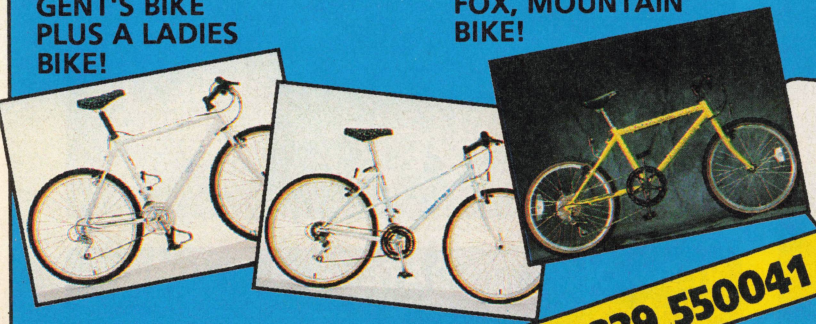
0839 550039

MOUNTAIN MADNESS!

PEDAL PUSHING

PRIZE ONE
A MUDDY FOX GENT'S BIKE PLUS A LADIES BIKE!

PRIZE TWO
A KID'S MUDDY FOX, MOUNTAIN BIKE!



CALL 0839 550040

CALL 0839 550041

WIN

THIS STUNNING CAMCORDER

- MAKE YOUR OWN VIDEOS
- YOU COULD BE A MOVIE STAR!!!

CALL 0839 550042

Calls cost 34p (cheap rate) 45p (at all other times) per minute inc. VAT .
For winners list send s.a.e to Megafone Ltd, Sandylands House, Morecambe, LA3 1DG.

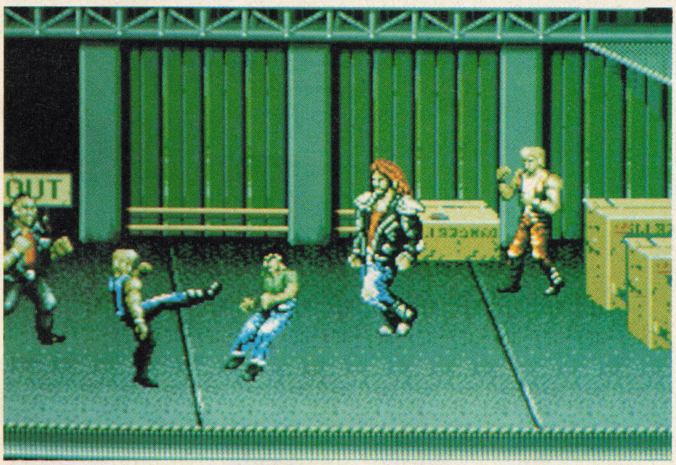
PREVIEW

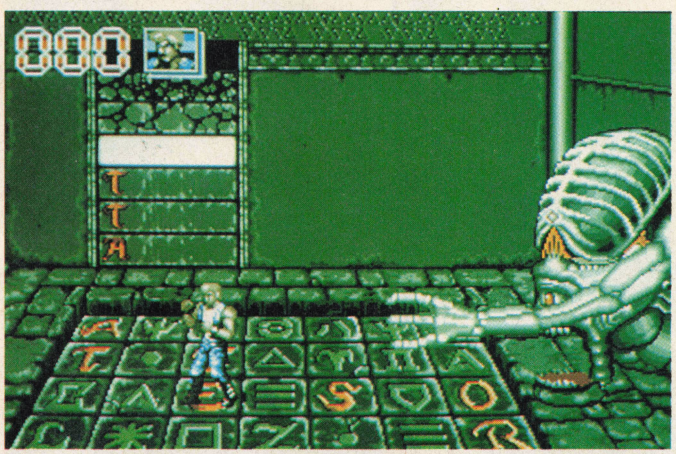
DOUBLE DRAGON III

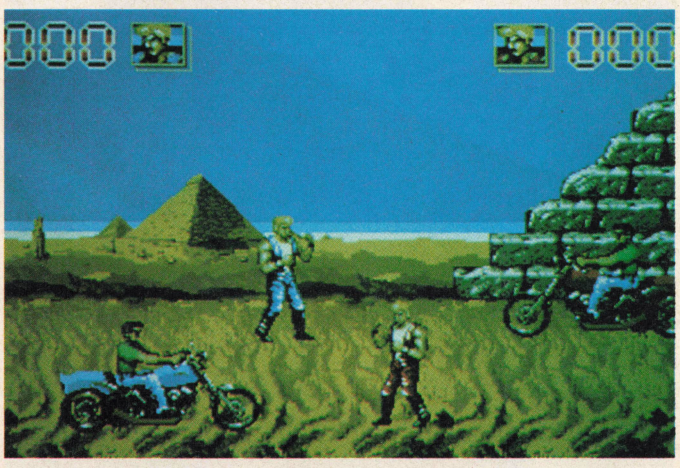
STORM

Oh, oh oh! Hang onto your drawers, missus, 'cos here's a quick look at Double Dragon III - due to beat its way onto a computer near you in time for Christmas! It's time to rescue you ill-fated girlfriend again, this time jaunting across the world to teach the bad guys a lesson and kick them back to bad land. These screenshots are from the Amiga version, which software house Storm reckon is going to be something a bit special. From the looks of things we can't argue with them, so watch out for the full review as soon as we can get our mitts on the finished version!

VERSION	DATE	PRICE
AMIGA	NOVEMBER	£ 25.99
ST	NOVEMBER	£ 25.99
C64	NOVEMBER	£ 11.99
SPECTRUM	JANUARY	£ 11.99



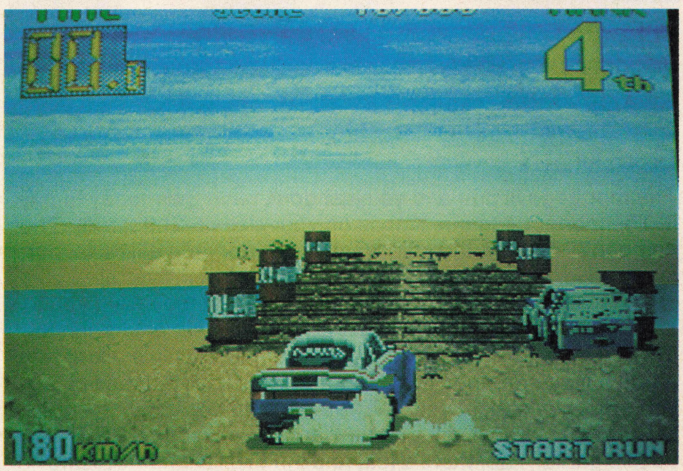




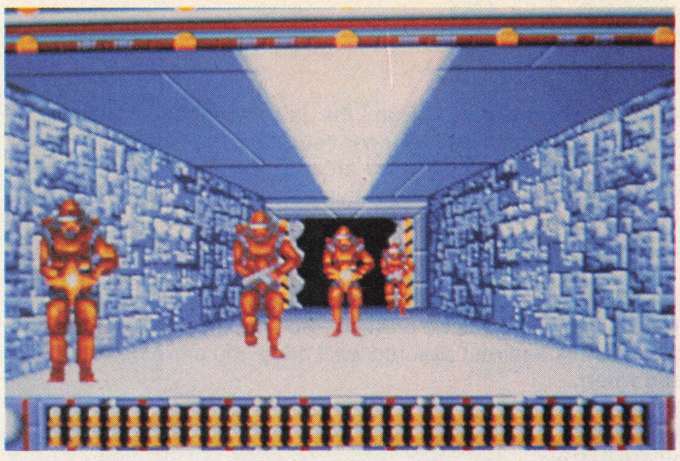
BIG RUN

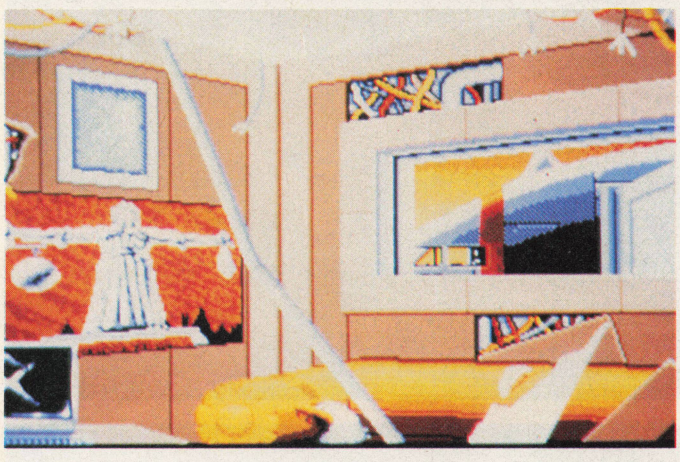
STORM

It's big, it's runny, it's Big Run - the Jaleco coin-op burning its way onto an Amiga and ST near you soon! Big Run didn't exactly go down a storm in the arcades, and the Famicom version wasn't exactly the hottest thing since mister Coleman's mustard, but we're hopeful for the home computer versions. Taking the wheel of a hyper-cool rally car, burn off your opponents in the quest to become king of the road. Hopefully Storm will be taking all the best bits from the arcade original and turning this into a racer to be proud of. So take a gander at these screenshots and rest assured we'll bring you more news as and when...



VERSION	DATE	PRICE
AMIGA	JANUARY	£ 25.99
ST	JANUARY	£ 25.99





SUSPICIOUS CARGO

GREMLIN

The mortgage is due and you just don't have the money to pay it. The mortgage in question is on your class 5 Starcarrier. The company who own the ship want you to do them a little favour, in return for which, they will let you off the hook. This all sounds very amicable, until you discover that they want you to smuggle a top secret genetically engineered superweapon to Earth. The weapon is in fact a nigh on indestructible alien, with a bad attitude and no conscience. Earth customs would string you up if they caught you, but you have no choice. Gremlin's Suspicious Cargo is a brand new arcade-adventure-RPG-puzzle game. Yup, there's lots to do in this little number and you can expect to see it around October on the Amiga and ST.

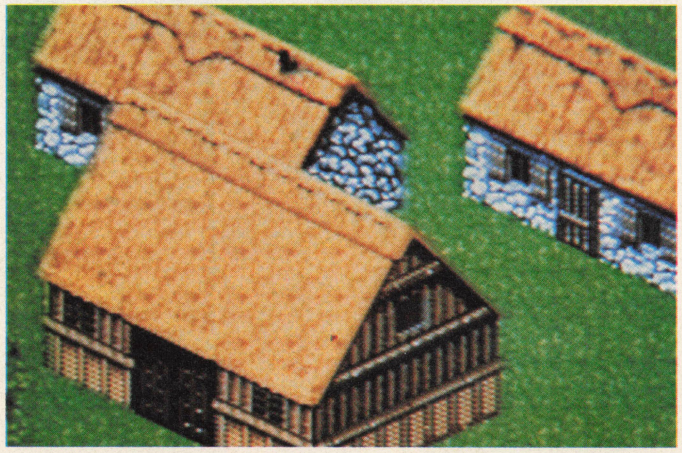
VERSION	DATE	PRICE
AMIGA	OCTOBER	£ 25.99
ST	OCTOBER	£ 25.99

FLAG

GREMLIN

Flag. The one word that strikes fear into the hearts of the people of Deskworld. Deskworld was created by a Wizard known as Hearn the Terrible. A man of great power and infinite malice, he takes great joy in organising a battle between the two villages of Deskworld. Every twenty years, they must fight for possession of the other village's flag. The game itself is a kind of strategic RPG, but with the kind of gameplay you have come to associate with the likes of Populous and Sim City. Featuring some truly outstanding graphics and lots of digitised characters, Flag has a few novel features of its own. Players must master the use of magic, fighting and siege tactics to win the flag, but remember, Hearn the Terrible is always watching...

VERSION	DATE	PRICE
AMIGA	EARLY 92	£ 25.99
ST	EARLY 92	£ 25.99
PC	EARLY 92	£ 25.99



THE SEGA MASTERS

U.S. GOLD®

THE SEGA MASTERS

COMPLETE GUIDE TO SEGA

No. 1 97% No. 1

From 118 Master System games received, Impossible Mission received the highest score of 97%. Also rated Best Platform Game!

Mean Machines 94%!!

MEGA GAME

C&VG HIT 93%

EPYX

© 1990 EPYX® Inc. All rights reserved.

Mean Machines 92%

C&VG HIT 92%

MEGA GAME 92%

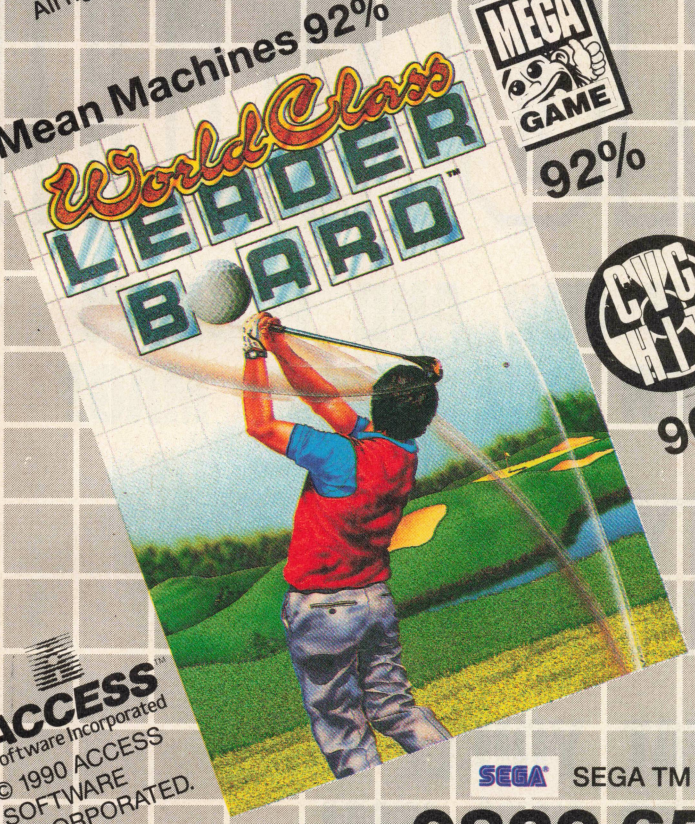
Complete Guide to Consoles 96%

TENGEN

© 1990 TENGEN Inc. TH ATARI GAMES CORPORATION All rights reserved.

Mean Machines 92%

MEGA GAME 92%



C&VG HIT 90%

ACCESS™ Software Incorporated

© 1990 ACCESS SOFTWARE INCORPORATED.

ALSO AVAILABLE

SEGA TM HELPLINE

0839 654 274

CALL NOW FOR HINTS & TIPS NEW RELEASES PROMOTIONS EXCITING COMPETITIONS PLUS FREE MINIMAGAZINE FEATURING REVIEWS FROM MEAN MACHINES, C&VG AND OTHERS

(SERVICE PROVIDED BY US GOLD LTD. UNITS 2/3 HOLFORD WAY, HOLFORE, BIRMINGHAM B6 7AX. Tel: 021 625 3366. CALLS CHARGED AT 34p A MINUTE OFF PEAK, 45p A MINUTE AT ALL OTHER TIMES. PLEASE OBTAIN PERMISSION TO CALL FROM THE PERSON WHO PAYS THE BILL!)

Licensed by Sega Enterprises Ltd, for play on the Sega Master System, Master System II, and Mega Drive with Master System Convertor. SEGA is trademark of SEGA ENTERPRISES LTD. INDIANA JONES™ & THE LAST CRUSADE THE ACTION GAME 1990, LUCAS FILM INC. Indiana Jones and/or Indy are trademarks of Lucasfilm Ltd. PAPERBOY™ 1990 TENGEN INC. ™ ATARI GAMES CORPORATION HEROES OF THE LANCE 1988, 1991 TSR Inc. INC. OUR RUN EUROPA TM is a trademark of Sega Enterprises Ltd. 1991 SEGA ENTERPRISES LTD. SUPER KICK OFF. 1991 ANCO SOFTWARE LTD. All rights reserved. US Gold ltd. Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366

NEXT MONTH!

MORE CUTE 'N' CUDDLY FUN AND FROLICS FROM BRITAIN'S NUMBER ONE GAMES MAG!

WIN!

PRIZES SO GREAT YOU'LL GO GAGA TRYING TO WIN 'EM!

SIMPLY THE BEST, THE NOVEMBER ISSUE IS OUT 15TH OCTOBER! SET PHASERS TO STUN...

TIP OFF

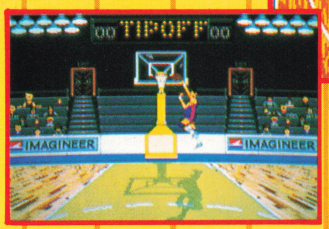
The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA ATARI ST -
IBM PC & COMPATIBLES
PRICE - £25.99



Amiga Screenshot's Shown

© 1991 Anco Games

EASY TO PLAY - HARD TO MASTER

Published by

ANCO Software Ltd

8 Millside Industrial Estate, Lawson Road, Dartford, Kent, DA1 5BH Tel: 0322 292513/8 Fax: 0322 293422

MORE ACTION....MORE POWER... ..MORE EXCITEMENT...!

OutRun Europa™

Available on
CBM 64/128,
Amstrad Cassette & Disk
Spectrum Cassette
Atari ST & Amiga

"THIS TIME ONLY YOUR WITS, COURAGE & SHEER DRIVING SKILL WILL DETERMINE YOUR FATE!!"

SEGA™

U.S. GOLD®

© 1988, 1991, SEGA™. All rights reserved. Outrun Europa is a trademark of SEGA ENTERPRISES LTD. SEGA™ is a trademark of SEGA ENTERPRISES LTD. U.S. GOLD LTD., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN TEL: 0898 442026

BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER TEL: 0898 442030

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION TEL: 0839 654124

COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.